

A Future Publishing Book



Blimey!

It's the complete

**YOUR
SINCLAIR**



TIPSHOP



TIPTIONARY

(Really rather a lot of tips and things.)



EXIT

The Complete YS Tipshop Tiptionary

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THE BORING INTRO BIT

Congratulations, dear reader! What a wise decision you've made purchasing this book! If you're a Spectrum gamesplayer (and for the sake of argument let's assume you are) you hold in your hands an astoundingly useful little tool. Packed to the rather nifty spring-binding thingies with hints, tips, cheats, POKEs and maps on the best Spectrum games around – coupled with brand-new reviews of many of those games – it'll prove to be of invaluable reference whether you're wanting to buy new software, or simply get the most out of the ones you have.

Or at least, that's the theory. This volume is the result of a couple of ideas that have been flying around the *Your Sinclair* office for quite some time. Wouldn't it be nice to do a YS book, we kept saying. And wouldn't it be great to keep a sort of file of all the tips we've printed in *Tipshop*, so we could lay our hands on them again at a moment's notice? Put the two ideas together, as we eventually did, and nine months later (spookily enough) this bouncing baby book was born.

But that's not all – because then we went and came up with a third idea! As you may have noticed, there's a rather nifty-looking cassette attached to the book's front cover. And guess what it's packed with. Even more POKEs, that's what. Over 150 of the blighters! All in all, it's rather a handy little package to have sitting next to your computer, I'm sure you'll agree.

A couple of quick points. First off, for those who don't know, *Tipshop* is the section of *Your Sinclair* where hints, tips, POKEs and all the rest of the stuff sent in by the YS readers are printed. The vast majority of the material that appears in these pages has already appeared in some form

in Britain's best-selling Spectrum magazine. The majority – but by no means all! Some cheats have in fact been culled directly from the programmers or software houses, while others have been worked out by the *Your Sinclair* staff themselves, so there's plenty of new stuff in here too. Add to this the brand-new reviews that accompany all the major tips (along with an up-to-date star rating system at the end of each one), and hopefully you'll get a book that's not only of invaluable reference when playing games, but entertaining to browse through in its own right too.

Secondly, despite the new stuff that we've come up with, *Tipshop* (and so this book) couldn't exist without the contributions of you, the YS readers. I'd just like to take this opportunity to thank all the people who've sent in the tips we've reused in this volume, and indeed anybody who's ever written to *Tipshop* at all – there are far too many of you to name, but you know who you are. And while we're in the business of thanking people, how about a big hand for Jonathan, Andy, Gordo, Simon and Jon who've put in a lot of work on this book while I've swanned around doing nothing very much at all. Cheers, guys!

And that's about all I have to say. If you've any comments about this book – positive or negative – why not drop us a line at the usual YS address? We'd be interested to hear your views. (I don't know why I'm asking, actually. YS readers are such a vocal bunch you're sure to do it without my encouragement anyway!) Alright, that's enough of this boring waffle stuff. On with the show!

Matt Bielby
Editor, *Your Sinclair*

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THE TIPTIONARY

ALIENS US ELECTRIC DREAMS

YS JANUARY 1988 - 9/10

Aliens are tricky little things, aren't they? And games called *Aliens* are even trickier. The main reason for this is that there are two of them. The first to arrive on the Speccy scene (*Aliens*) was a nifty-looking and extremely spooky maze game. And the second (*Aliens US*) is even better. As you probably spotted from the title, it's the American version of the game, and so is on a much larger scale than the original. It's split into lots of different parts (six, in fact). You're probably wanting to know what they all are, aren't you? Groan. Well, first off is a landing sequence, then there's a bit where you have to guide the marines to their command car, then there's a battling-with-the-aliens bit, and then... well, that'll do for now. You probably won't get that far anyway, 'cos it's such a bloomin' hard game. It's also a very neatly programmed one. In between each level there's a little scene-setter to keep you up-to-date with the movie's plot. This means there's loads of atmosphere (very handy with this sort of game). So, what've we got then? Well, a handy little spook-'em-up with plenty of playing hours left in it really. Well worth a gander.

★★★★

Drop Ship Manoeuvre You're in control of the drop ship, trying to keep in the 'pipe' (the guidance circles on your head-up display). If you can't keep in the pipe, the drop is aborted and you have to start again. The trick is to anticipate the twists and turns of the pipe, because it's almost impossible to react to some of the tighter bends. Make some sort of map (or just play it over and over and over and over and over...).

APC Rescue The marines are

trapped inside the catwalks under the atmosphere processor. You have to guide them back to the APC. To do this you must switch quickly between them, shooting some aliens and switching back again. When a screen flashes red, get to the trooper as soon as you can or he'll be chomped.

Operations Room You are left to fend off the swarming aliens as the rest of the team cut through a door. Go for the fast-moving aliens first, and just bump off the slower ones. (If you don't then the fast ones will get through and kill your team.)



Aliens US: *In space, no-one can hear you, erm, you know.*

Air Duct Maze Getting to the drop zone through the ducts is a hazardous business. The aliens will follow you, so use this to your advantage and lead them where you want and run the other way. (You'll see what we mean.) When an alien disappears, run for it, 'cos it'll pop up somewhere else almost immediately.

Newt Rescue Back to the catwalk again, this time to track Newt on her locator band. Glance at the range locator, but don't stare at it. You've only got a couple of seconds to shoot the aliens before they pounce at you, so stay frosty and keep your eyes glued to that catwalk!

The Queen Box the queen's ears with the loader arms to soften her up a bit, then grab her with one of the claws and hold her over the hatch. It will then open and you can drop her through it. And that's it! Game over, man!



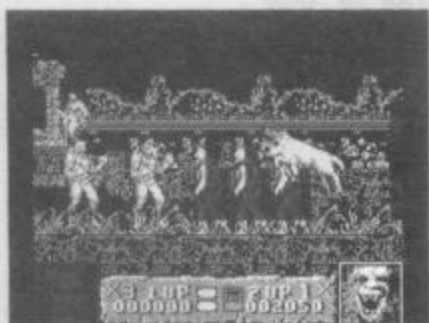
Aliens US: *Oo-er. It's a bit 'intimate' in here. Almost as crowded as the YS office, in fact.*

NB If you play the game all the way through without using the skip mode, you'll then see the final screen.

ALTERED BEAST ACTIVISION

YS NOVEMBER 1989 - 80°

This is one of the 'new-generation' of Speccy coin-op conversions, the ones at the head of this colour rival we seem to be going through at the moment. 'Out' are weedy monochrome backgrounds, wishy-washy masked sprites, and hopelessly over-the-top attention to detail. 'In' are massive, garishly coloured characters, leaping about and clashing cheerfully with everything around them. Whether you think this is a good or a bad thing is really a question of taste, but it has to be said that *Altered Beast* looks great (from a distance) and it plays extremely well too. Speed is everything in a game like this, and this one's got plenty of it. What's it all about? It's a beat-'em-up, of course. Lots of levels, heaps of giant nasties



Altered Beast: *I haven't a clue what's going on, but this is jolly good fun, eh?*

to mash and all the usual sort of things to collect. The only real niggle is the animation, which looks a bit crap, but everything else is fine. A lovely game.

★★★★



Altered Beast: *Maybe I should kill him or something.*

A cheat mode? Yes indeed. All you have to do is press down all the keys while playing (you might be able to single out the actual ones you need) and you'll be able to load up any level you like.

ARKANOID OCEAN IMAGINE

YS JANUARY 1987 - 9/10

Cor, and to think that the first-ever game on the Speccy was 'inspired' by *Breakout* too. Come on, you must remember *Thru The Wall* - it was on the tape that came free with your Speccy back in '82! The idea, for the terminally uninformed, is that you move a little bat backwards and forwards at the bottom of the screen. While you're doing this a ball bounces around above it, knocking bricks out of a wall at the top. The trick is to

knock all the bricks out of the wall without letting the ball disappear off the bottom of the screen. *Arkanoid* has all this and (of course) more. Improvements include bat add-ons, bricks that do special things (like take lots of hits to disappear) and wacky wall designs that get increasingly tricky. Even all these years later, it's simple, fun and still hugely addictive. (Not as good as *Batty* though, which was free with the October '87 YS.)

★★★★

On the high score table use the name 'PBRAIN'. Press Space to return you to the board you last visited.

ARKANOID II THE REVENGE OF DOH OCEAN IMAGINE

YS APRIL 1988 - 9/10

Erm, well, basically just take everything we said about *Arkanoid I* and multiply it by ten. Ten times the playability, ten times the addictiveness, ten times the graphics and, um, twice the number of screens (64). There are lots more things to collect, heaps more different sorts of bricks, piles more aliens drifting about and even moving bricks. Cor lumme! In fact, Marcus got so carried away that, once he'd been carried back again, he gave it ten out of ten for graphics and addictiveness, and nine for the rest. Praise indeed (with Thora Hird). It's still not quite as good as *Batty*, but then we would say that, wouldn't we?

★★★★★

Same as the original but use the name 'MAAAAH' on the high score table.

ASTRO MARINE CORPS DINAMIC

YS JULY 1990 - 75°

Dinamic, that Spanish-based bunch of key-prodders, are renowned for producing big, colourful but fiendishly difficult shoot-'em-ups. This one, their most recent to date, is in much the same vein as *Army Moves* and *Navy Moves* - it's a horizontally-scrolling shooter, with big, colourful but slightly rough-edged graphics, add-on

weapons and two multiloading parts (with a password to get into the second). The plot? The usual sort of thing - you're protecting the planet from a typical alien invasion. The one improvement over previous Dinamic offerings is that it's actually possible to get past the first screen, as they've sorted out some of the problems with the playability. The result is an attractive-looking but very ordinary scrolling shooter.

★★★

And at this point we'll launch straight into the complete (and utter) solution...

Go right and shoot men. Keep on going until you reach a tree. Jump over it. If you don't you'll be eaten alive. When you reach the concrete floor jump over the green and red parts except for the third, fourth and fifth one, as these are lifts. When you are on the fifth one, go to the bottom and jump the gap. When you reach the second concrete floor, drop off the right edge. Go left, jump over the gap, shoot the enemy twice, shoot the box, collect the item and drop down the gap.

Keep on travelling right until you reach a strange thing in the floor. Stand facing it so it's just on the bottom of the screen, then drop four grenades down the centre. A creature will come up and explode. When this happens, go to the edge and jump the pit. Go right. Shoot jelly monsters by ducking and pressing Fire. Jump over all trees with green leaves. Jump little gap with water in it and go right onto the red and green floor (a lift). It will take you down. Then jump the gap



Astro Marine Corps: *Take that! Eat little red square things with yellow bits in, alien scum.*

and go right. Jump the big gap and you'll land on some grass. To get to the other piece of grass do a little jump. To get onto the red and green floor when you land, keep pressing up.

Shoot the robots' heads and then their legs. When you reach the concrete floor jump onto the green thing and keep pushing up. Get onto the lift, collect the items in the boxes, go right and drop off the edge. To get across the red and green floor, jump onto them and then keep pushing up and do another little jump. Do that on each one. When you're across don't shoot the men, just walk through them – but when one turns into a dragon shoot the head. Go right and there will be robots and men. Jump over the big gap.

Go right and walk up to the spaceship until a troll comes. Keep your finger on Fire and the grenade key. When you've killed the troll go right. You'll be beamed up. And there you go – all eight zones completed. Hurrah!

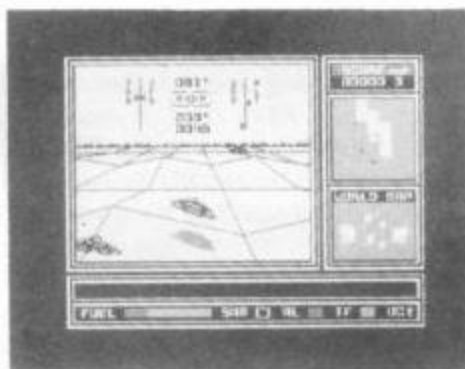
(The password is DAGOBAB.)

ATF DIGITAL INTEGRATION YS APRIL 1988 – 8/10

Even people who normally shy away from flight sims might find it worth their while to take a peek at ATF, a little-known arcade jobby from the people who brought us *Fighter Pilot*, *Tomahawk* and lots of other things besides. There are no awkward controls to get to grips with, and the manual isn't too gigantic. The view you get is of your little stealth plane bobbing up and down over a rapidly-scrolling 3D landscape (with the help of terrain-following radar if you're a bit chicken). You're meant to shoot things, of course – mainly buildings and other planes. It's got plenty of complicated strategy, but should be accessible enough for most arcade game fans. Nice really.

★★★★

When the map is shown, study where the red dots are and jot them down somewhere. Next, when you select your weapons, don't bother with



ATF: *Anyone for a game of frisbee?*

ASRAAMs because your cannon is likely to prove a lot more useful. When you take off go to maximum thrust and climb to maximum height. This will gain the advantage when you're being chased by enemy aircraft, because you can then go up and down rather than relying on your terrain-following radar.

After you've destroyed the two targets listed in the database, use the world map to try to identify where the red dots were. If you destroyed more than four targets you'll get a report telling you about your excellent performance. You'll only have to land if your thrust is less than 50% too far out from your base, or your fuel gauge goes into the red.

BARBARIAN PALACE

YS JULY 1987 – 7/10

Whoever said beat-'em-ups are all the same obviously hadn't played *Barbarian* (but other than that he was probably quite right). It must be the only game (ever) in which you get to



Barbarian: Hi ya! (Lunge.) Schlick! Erm, what you mean it was meant to be a 'friendly'?

chop off the other bloke's head, as well as headbutt him, prod him in the stomach and do a somersault into him. It really is pretty violent, with a range of little 'humorous' touches and the option to have a straight two-player head-to-head or take on the forces of Drax (who's captured a princess you rather fancy) singlehanded. There's some corking animation and a wide range of moves with which to assault the foe. For those in the market for a bit of blood and gore, *Barbarian*'s still as fresh and glistening now as it was then.

★★★★

There's a cunning combination of moves that'll let you beat most opponents – knock him into a corner using forward rolls, then repeatedly do two rolls and one kick, and you should wear him down eventually without him being able to do an awful lot about it. When you reach Drax, jump over his first thunderbolt and then roll into him.

For the sake of completeness, here's the cheat – hold down Symbol Shift while fighting and the game will slow down, making those tricky sword-thrusts a little easier to judge.

BATMAN THE CAPED CRUSADER OCEAN

YS JANUARY 1989 – 9/10

This was actually the second *Batman* game (the first being Jon Ritman's 3D job years ago), and it snuck out quietly a few months before *Batmania* started to grip the nation (which was quite handy for Ocean really). And it's quite simply brilliant. No, it's better than that. It's complicatedly brilliant. Complicated because it's an arcade adventure (two, in fact), in which Batman has to solve a couple of crimes. The graphics are, well, words fail. But they're very good anyway. As you move from room to room, the old room fades out while the next one appears in a little rectangle somewhere else on the screen. There are plenty of other nice little touches, like the huge Bat-logo which pops out of the screen at you at strategic moments and, ooh, lots of other

things. It's a really great game, ideal for both Batmaniacs and the Bat-shy alike.

★★★★★

So here's the solution to A Bird In The Hand...

First of all get the nose (which makes you invisible), then the Batarang and the lock pick. Leave the cave, go right and get the sweet and the shoe. Go back to the ladder and get the rope. Go along and open the door that says 'Take Your Pick' with the lock pick. Go right until the end, and go through the door. Go left, then go through the first door. Get the lift key then go back to the entrance. Go through the door and to the right, use the lift key, and go through the bottom door, right and through the door. Go left and through the door then left and pick up the toast and dart. Go right and get the game disk. Go through the door, and through the next one. Turn left. Get the egg and use the rope. Go up the rope and get the magnet. Use the dart and get the pass. Head back to the rooftop. Then go right down the ladder and up the other one. Get the pop and the torch and go back down the ladder. Go right and get the door key and go back to the door that says 'Don't Pass Go'. Use the pass. Then use the torch inside. Go left and get the tape. Go right and through the last door, then left and through the first door, then left again and up the stairs. Go right to the end and through the door, turn left, through the door, then right to the end and use the door key. Go through the door, turn right to the end, through the door and right. To complete the game use three items – the tape, the disk and the magnet – and that's it.

And here's the lowdown on A Fete Worse Than Death...

Get bulb, use in dark room. Get mask, wear it. Get torch and use in sewer. Get Batarang and use it. Go to sewer. Get ears and use them. Get roll. Get all food (fish and carrot). Get shades. Use in Joker's Funhouse when it's too bright. Get false teeth. Take to false teeth room (in Joker's house and above sewer) and use them. You can now eat food. Go to

ghost train and get wire clippers. Defuse all ten bombs with them. Go to fair. Get Coke if needed. Get cash and use. Get Joker's card. If you use the dog, it gives you more energy but slows you down. Use card in Funhouse when you see the caption 'card trick'. Get camera. Use it. Drop it. Tadaaaahhh!

BATMAN THE MOVIE OCEAN

YS NOVEMBER 1989 – 91°

So, Batman Game Number Three, and whomph! Batmania! Everyone was into the Caped Crusader all of a sudden. (He's a bit unhip these days, of course.) The game of the film is one of those "Oh crikey, how on earth are we going to turn this into a game? I know – let's do a multi-parter, taking various scenes from the film and turning them into arcade games, just like everyone else does" sort of things. They took the easy way out then, but what they did come up with was generally pretty impressive. There are walking-around-a-bit sections, along with driving and flying sequences. The walking sections are the best (predictably, they're beat-'em-up style), while the other parts are lacking a certain something (like things to do). If Batman wasn't so untrendy at the moment it would be whole-hearted recommendation time. As it is it only gets a seven-eighths-hearted one. But we'll round it up to five stars.

★★★★★

And now (drum roll) the complete solution...



Batman the Movie: The Craped Crusader (well, he is getting on a bit) works himself into a flap.

LEVEL ONE

Wherever possible use a map like the one provided. Don't lose your way and go up all the time. Wait for the thug to go downstairs then fire the Batarang at him. Next go to the right as far as you can, then shoot the Batrope up and climb. Shoot the thug as he enters the screen. Then fire the Batrope diagonal up-right and, as you swing, kick the thug on the screen. Then climb up. Walk away from the thug until he has thrown his bomb, then turn around and hit him with a Batarang. Go far left and fire the Batrope up and climb it. Go left until you reach the gap, then fire the rope up left and climb. Walk left to the edge of the platform, then shoot the rope up-left and climb. Fire the rope to the top and climb. Walk left to dodge the bomb. Walk right until you see a thug. Shoot him then turn left and fire, then turn right and fire again. Walk right 'til you see another thug then shoot him. Go down a level and shoot both thugs. Walk right and drop down a level. Walk right dodging the acid drops. Shoot the rope up and climb. Walk right and shoot the thug. Go down a level and shoot the thug. Walk right onto the platform and go down a level. Walk to end of the platform. Fire the rope up right and swing to the next platform and release the rope. Walk right then shoot the rope up and climb. Shoot the thug and walk right. Wait until the steam has gone through the tube, and go down two levels. Wait for the thug to walk right. Drop down a level and shoot the thug. Walk right to just out of range of the steam. Shoot the thug as he climbs the ladder. Walk right. Fire the rope up-right and swing into the thug. Turn left and fire up-left. Climb the rope. Fire up rope and climb. Fire up rope and climb again. Walk right and drop a level. Fire at thug. Walk right and drop down four levels. Walk right and shoot thugs. Walk far-right, turn round and drop two levels. Shoot thug, walk right to just before the drops. Fire up-right and climb. Walk left then fire the rope and climb. Shoot thus as he enters the screen, fire the rope and climb. Fire the rope and climb again. Walk left 'til just before the acid drops. Turn

around and shoot the thug. Turn around and fire up-left. Let go when you are past the rope. Fire the rope up and climb. Fire the rope up and climb. Walk right to the edge of the platform, fire the rope up and climb. Walk far-right and drop onto the thug. Drop down another level. Walk right to the edge and fire the rope up-right. When you are above the opposite platform let go of the rope. Fall down three levels and shoot the thug. Climb ladder and walk right to the edge. Fire the rope up-right and climb. Walk right to the edge and shoot the thug. Drop down a level and walk far-right. Fire rope up and climb. Walk left a little and fire the rope up. Climb up the rope and walk a little right to dodge the bomb. Walk left and shoot the thug. Walk far-left and shoot the rope up. Shoot the thugs. Fire the rope up and climb. Fire the rope up-right and climb. Shoot The Joker.

To Avoid Grenades

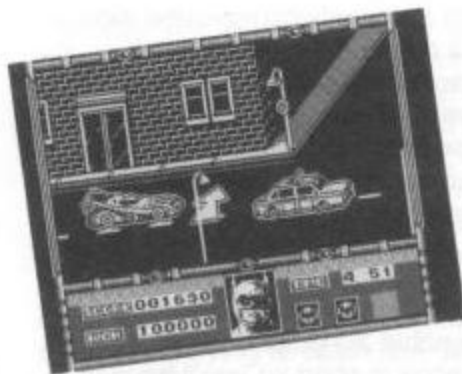
- 1 Stand still.
- 2 When he chucks his grenade bung up your rope and shoot up.
- 3 When he lobbs another grenade leg it out of the way.
- 4 Turn round and smack him in the gob with a Batarang.

LEVEL TWO

Always try to stay near the middle of the left-hand side of the road. Always use the Batrope to turn corners. Beware if you mess up at a corner – be as quick as you can to set yourself right (there's always a crazed lunatic in a van right behind you). Never try new ways of turning on this level. Master the use of the grapple unit. Keep your finger on Accelerate all the time. The entrance to the Batcave looks like a wall, and you must drive into it.

LEVEL THREE

Make a chart with a tick at the top of one column and a cross at the top of the other one. First off, find two objects that do not contain any Smylex compound. Put their numbers in the cross column. Then test all the others by selecting the two you know contain no Smylex, then another one. If it does contain Smylex, put it in the



Batman the Movie: Yeah, I got the droop snoot and the x-pack fitted. Goes like anything, 'ee does.

tick column. If not, put it in the cross column. When you have three in the tick column select all three and you'll have finished the level. Always pick the GEL, as it appears in every set. Don't panic – as soon as you have the first two items the rest is easy.

LEVEL FOUR

Try to stay near the middle of the screen and tear the ropes of the Smylex balloons, but when the helicopters come in go to the bottom left-hand side of the screen then zoom up to the right, then back to the bottom left-hand side. Watch your shadow and their shadow. Don't avoid the balloons as they will burst and you will lose lots of energy. With moving balloons, go right to the back of the screen, wait 'til the balloons are just starting to move up then cut their strings.

To avoid helicopters swing in and out.

LEVEL FIVE

Beware of rats, hand grenade throwers and especially watch for the disappearing floors. When you are on one run quickly to a fall (never use your Batrope here). If you are too slow the worse that can happen is you'll fall to your death, or fall onto spikes and die. Always go up, only go down if necessary. When you get out into the open, shoot The Joker before he gets to the top of the ladder and watch him fall!

Having got through all that you'll probably go and jump off a cliff when you hear that there's a cheat. But here it is nonetheless – press W, A

and S after the game has loaded until you hear a beep. You'll now have infinite lives. And you may be interested to learn that ducking down when approaching the three acid drops on Level One makes them go away.

BIONIC COMMANDO GO!

YS JULY 1988 – 9/10

Having problems reaching the oxtail soup on the top shelf of your local supermarket? Perhaps what you need is a telescopic bionic arm. (Or maybe not.) But if you were a commando making an assault on an enemy base, and having to clamber up and down all sorts of platforms and things, such a prosthetic limb would come in pretty handy, wouldn't it? And to prove the point, in *Bionic Commando* you are indeed a commando with an extendable arm, and you've got five levels of baddie-infested platforms to swing through. You've got to make it through by shooting out your arm, grabbing onto things and winching yourself up. It sounds fiddly, but it becomes second nature after a bit. You're hindered by a wide-ranging assortment of nasties, most of whom are best shot. Not only does *Bionic Commando* play extremely smoothly but it looks great too – lots of colour and variety in the graphics – and it sounds superb as well (on the 128K at least). It's a darn good coin-op conversion.

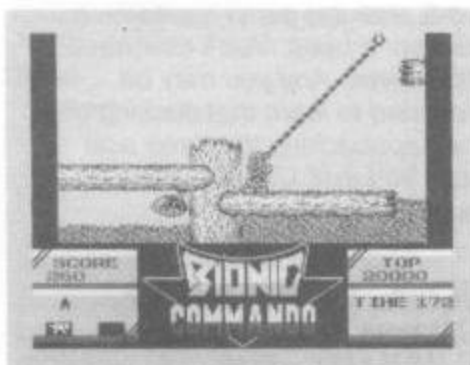
★★★★★

A baddie guide is definitely what's needed. And so (spook!) here it is...

Bee Hive Don't shoot or touch this, or a swarm of killer bees will attack and probably kill you. You can shoot them with just one shot if you're lucky though.

Flying Creature Climb up trees and shoot you after a while. Get level with them and shoot them before they take off. They only need one shot.

Electronic Cage These kill you when you touch them. Shoot them about four times and they'll blow up.



Bionic Commando: *Oh! Don't you know it's rude to poi... yowch!*

Soldiers These shoot, throw bombs and land on you. One shot.

Large Soldiers These follow you with grappling hooks and charge at you. Shoot four times.

Giants Two big horrible giants which fling bouncing boxes at you. Twenty shots needed to kill them.

Kamikaze Soldiers These appear from behind the giants and charge or drop on you. Shoot them once and they'll blow up.

Half-Functional Robot You can't destroy these, just duck under the hands and feet at the right moment.

Spikes These will kill you if you land on them, and you can't zap them so steer clear.

Whirly Things Dodge 'em.

Jumping Machines Shoot the legs before they crush you. They'll blow up and throw the driver clear. Shoot him.

Goblins Crouch down to shoot these before they bite the platform away and crush you. Just one shot will do.

BLOODWYCH IMAGEWORKS

YS JUNE 1990 - 94°

This is one of those huge *Dungeon Master*-style role-playing arcade adventure jobbies, this time boasting a simultaneous two-player option as well, with each player controlling four players. It really is a corker, if a little

on the extremely complicated side, with a map so large it's almost embarrassing and, as you'd expect, extremely easy to get lost in. Of course, there's also your usual dose of baddies who you can chat to, buy things from, sell things to or even, erm, kill via this easy-to-use icon system thingy. Other features include casting spells, hand-to-hand combat, reasonable 3D graphics and more, but space is short so you'll have to guess the rest. Or get the game. Probably the best of its kind to date.

★★★★★

It would take a 14-storey library to hold enough tips to get you through this one, but here's a brief smattering anyway...

- Always recruit two warriors and two wizards (if in one-player), namely Zothern, Murlock, Blodwyn and Ulrich. If you do choose Blodwyn, don't bother getting her any chainmail as her skin is just as tough already. (She obviously hasn't discovered the secret of Ulay.) If playing in two-player mode, player two should take the other two wizards and warriors.
- Don't attack other champions – it wastes time and food.
- Conserve food – it's very important later on in the game. Keep your food level at half-full or less.
- Never even try to communicate with a group of monsters, monsters with more than two legs, monsters with no legs, or girls.
- Don't keep buying cheap spells – save up to get expensive but more effective ones.
- Get chainmail for the warriors but not the wizards.
- Save the game every so often, just in case anything tragic happens.
- If you want to put up your levels and get more spells you have to buy a spell, namely Summon (yellow). Then just cast it at a dead end. It will come back and you can attack it, thus gaining levels.
- A way of cheating, POKE-free! (This only works if you offer common keys. Just one, mind.) Click on the following when facing a merchant – Communicate (change menu), Trading, Buy (when you click on

Trading it goes to another menu, then when you click on Buy it goes back to the Trading menu). Now, if the item you require is offered then quick clicky onto the Pockets section and click on a key so it appears in the Trade/Use slot, go back to the Conversation menu, click on offer and then, again quickly, change menus to the Communicate one and click on Yes before the merchant can reply. You should have the stuff you wanted in your Trade/Use slot instead of the key. If you don't get offered the thing you wanted in the first place just keep clicking on Trading, Buy etc until you're offered what you want.

• Here are some decent Spells to get...

Green	Paralyse
	Compass
	Formwall
	Warpower
Yellow	Antimage
	Alchemy
	Spelltap
	Summon*
Red	Vivify
	Disrupt
	Fireball
	Firepath
Blue	Blaze
	Vitalise
	Confuse
	Conceal
	Vanish

* The monster you summon will fight you, so watch out!

Tips for players further(ish) into the game...

- In the serpent you'll find three green pads in front of a locked door. Move across all the pads yourself and then sit on the middle one. Tell one of your champions to Wait on one of the pads. The door should now be unlocked. Call, then View. Soon your champion will rejoin your merry band.
- When you find the stairs leading to the maze (the ones with the 'Welcome Back' cloth) you will be turned through 180° by a spinner on your sixth and seventh steps, so use the following moves – forward, forward, forward, forward, forward, step back, forward lots. This should get you past the spinner.

BOBSLEIGH **DIGITAL INTEGRATION** **YS FEBRUARY 1988 - 9/10**

Well, that says it all really. Bobsleighs are what it's all about, but this isn't just a simple lots-of-snow-coming-towards-you-pretty-quickly sort of game. Oh no. There certainly is lots of snow, and it does come towards you at a heck of a rate, but there's an awful lot else to think about too. (The name Digital Integration should have told you that anyway.) Before you can bob, or sleigh, or whatever the appropriate verb is, you've got to do a whole load of strategy-type things, like fitness training, choosing things to buy and generally worrying about money. Sounds boring? Well, it is a bit, but the action part more than makes up for it. The feeling of speed is quite breathtaking (well, a bit) and it really is loads of fun. A very tasty bit of stuff indeed.

★★★★



Bobsleigh: Yummy, mine's a raspberry ripple with a Flake!

When each run begins, instead of running towards the start line with the bob, jump into it straightaway and keep either Right or Left keys pressed down. This forces the bob to smash into the side of the slope. Then, just before you reach the start line, press and hold the Fire key and hey presto! An ultra-fast time is achieved. The game can be completed in this manner, but be warned! Keep a fresh set of runner blades handy or the game will go haywire.

BUBBLE BOBBLE **FIREBIRD** **NOT REVIEWED**

You have to seriously wonder about

the Japanese when they come up with things like this. Not only has it got a suspiciously cute-sounding name, but it's really, really weird. About as weird as a French game, in fact, but in a different sort of way. You (and a friend too, if you like) are a kind of dinosaur, a cute one of course, who runs around the screen blowing bubbles at equally cute nasties which run around trying to catch him. Mighty peculiar. The fun starts when a nasty gets hit by a bubble, whereupon he gets trapped inside it and floats around the screen. If you then burst the bubble it'll turn into a piece of fruit (as if you hadn't already guessed) which can be picked up for extra points. There's lots more to collect, such as giant bits of fruit and other food, and letters for a mega-bonus. It's all very, very strange. And there are 100 screens of it too. And the weirdest thing of all is that it's brilliant fun to play. No, it is. Each screen takes no time at all to clear, especially with two players, so you can go racing through them without a chance to get bored. Its lasting appeal is questionable, but in the short term *Bubble Bobble* is 100% addictive and generally rather good.

★★★★

BUBBLES

Water Sends stream down screen.

E.X.T.E.N.D. Extra life.

Lightning Sends bolt across screen.

Pulsing 10,000 + fireballs.

Fire Sends flame down screen.

BOBBLES

Candy Large bonus.

Hearts Indestructible.

Orange Sweets Firing speed.

Cyan Sweets Weapon speed.

Purple Sweets Weapon distance.

Shoes Speed up.

Umbrella Warp.

Ring Points.

Silver Ring Stars down the screen.

Purple Kettle Full firepower.

Blue Kettle Points.

Red Kettle Explodes.

Skull Kills all baddies.

Seckrit Door Secret 100m.

Spell Book Explodes.

Bomb Explodes.

Clock Resets times.

Watch Freezes bullies.

Potion Fills screen with something.

Red Cross Fireballs.

Cyan Cross Fills screen with water.

Yellow Cross Zaps lightning.

Fruit Paints screen.

Necklace Ball bouncing.

Green Potion Lightning bubbles.

And now some tips...

- On the first levels bubble the nasties, but don't burst them, as this gives you more time.
- Don't worry about Count Van Blubba. He moves fast but not very often, and is easy to avoid.
- When confronting the cookie monsters, always fire and then jump to avoid any cookies. Get them from behind if possible. Don't wait for them to speed up, as they then become rather deadly.
- On Level Three trap the monsters quickly, then go to the bottom of the screen and collect any letters for **EXTEND**. When the monsters flash keep firing to trap them again. When **HURRYUP** appears, burst them all and go to the bottom. If you're lucky a big diamond will appear.
- Don't be greedy and try to get fruits in dangerous places.
- There is a way round every screen - try to look for ways to do it. Level 32 is a hard one, but keep at it.
- When playing two-player, work as a team.
- Watch the meanies' patterns - they're predictable.
- **BIG TIP** You have six credits at the start, so if you lose all your lives you can press your Fire button and 1 or 2 giving you three or more lives. You lose your score but not your letters!

CARRIER COMMAND **RAINBIRD**

YS JULY 1989 - 94°

Now here's one that definitely should have been impossible on the humble 48K Speccy. It's an absolutely gigantic Atari ST game with more knobs and bells than H Phillips & Sons (Knobs and Bells) Ltd, a shop just round the corner from the YS offices. Actually, it is impossible. The game only runs on the 128K Speccy, and even that's pushing it a bit. All the same, *Carrier Command* is a beads-



Carrier Command: *We are sailing, we are sailing... but let's kick in the nuclear reactor and get outa here!*

of-sweat-breaking-out-on-the-foreheadingly impressive achievement, what with those (gasp!) solid 3D graphics and that (clonk!) amazingly deep underlying strategy. So what've you got to do? Well, you're in charge of a futuristic aircraft carrier and all its planes and amphibious vehicles, and you've got to sail around a series of islands, capture them and set them up as bases of various kinds. Competition is provided by the computer's carrier, which is trying to do exactly the same. There isn't room here to explain the enormous number of different things you can do (taking control of one of the planes is a mini flight sim in itself), so you'll just have to take out word for it that *Carrier Command* is one of the best games ever. An essential purchase.

★★★★★

If you take your carrier close to the island and launch the two drones at either side you can send out a Manta. Fly the Manta at top speed towards the command centre, really low, and just as you're about to hit it, drop a bouncing bomb and pull up. The command centre explodes every time, and the missiles and stuff will soon stop being fired at you. Then bring back your Manta and send out a Walrus with an ACCB. It's usually better to turn the ship around before you launch the Walrus so the back is facing the island. The easiest way to do this is to go to the map, put a cross at the back of the ship and press Program. The ship will turn around.

Make Elwood a resource island



Carrier Command: *Okay, we'll have three of them, three of them and a couple of those.*

and Socrates and Genetix factory islands. Before leaving Genetix set production targets as follows –

Fuel-50

ACCB-R-6

ACCB-D-6

ACCB-F-6

Hammerhead -30

Then steam back to Vulcan (use time lapse) and load up three Walruses with the following – 1 x Atavar, 2 x 3 Harbinger and 3 x Virus Bomb. Don't give them any fuel. Launch them all, then get them to fire their weapons at each other. Use the carrier laser to finish them off. Launch three Mantas with no fuel, giving one of them an Assassin missile. Done that? Right, call up three Mantas and three Walruses to replace the ones destroyed. Fuel up all Mantas and arm them as follows –

Manta 1 – 1 x Quaker, 2 x Assassin

Manta 2 – As Manta 1

Manta 3 – 3 x Assassin

Fuel up all Walruses and arm numbers one and two with an Avatar each and an ACCB-R on one and an ACCB-F on the other. Arm number three with a Virus Bomb and 3 x Harbinger. Launch it and fire all weapons. Recall vehicle. Re-arm and repeat until all Harbingers are gone and no Virus Bombs are left. Refuel number three and give it the remaining Avatar and an ACCB-D. Doing all this gets rid of stores you never use, and allows you to carry more ACC fuel, so there's no chance of you running out between islands. You can now start taking over islands (don't forget to refuel carrier first). Remember to keep moving the stockpile island forward. When the

enemy carrier is nearby on an adjacent island DON'T PANIC. Make sure you have plenty of Hammerhead missiles and Quaker bombs. Sail towards it on autopilot. When you get near it, clear the autopilot and turn the carrier away from the enemy and reverse in. Once you come under attack turn the turret round and fire Hammerheads at the enemy. Oh, before you do, put the carrier in full-speed-ahead and steam away from the enemy while you blast it with Hammerheads, and watch out for enemy Mantas. Once you've destroyed the enemy carrier take over the enemy islands by dropping Quakers on the command centres then deploying your own ACCBs.

CASTLE MASTER INCENTIVE

YS MAY 1990 – 93°

It's another one of these Freescape™ games (see *Driller*, *Dark Side* etc), so brace yourself for a huge, awesomely 3D arcade adventure with lots of frightening puzzles and the odd thing to shoot. This time we're in a castle (hence the name, you see) and, while the plot is a bit hazy, it's got something to do with rescuing your twin who's trapped in it somewhere. There are loads of ghosts to shoot on the way round, so luckily you're armed with a gun (or something) to do it with. Continuing advances with the Freescape™ system mean that this (the latest offering as we write) has just about the most corking graphics yet, although they still suffer from that presumably unavoidable jerkiness. It's a massive game, and luckily the excellent graphics aren't covering up a lack of content underneath – there's lots of it.

★★★★★

So on with the solution, eh?

Go to castle, shoot block, enter castle, go to well, examine, take key, go to back of castle, unlock door of hut, enter, examine carpet, turn, stand on table, take key from chair, go to front of castle, go to stables, open door, enter, go to horse, crawl under, take key, go to side of stables, look up, shoot flag, shoot ghost, go to



Castle Master: The Habitat table's nice, but Laura Ashley wallpaper is a bit iffy these days.

back of stables. Enter smithy, take cheese from top of table and gold from beneath, exit smithy. Enter castle via lobby (tower in line with wall), shoot ghost, take key, open locked door, exit tower, enter other one, shoot ghost in water, go to other side, drain pool, exit via door behind you, now in main hall. Shoot ghost, take cheese from end of table, exit via other door, now in kitchen. Shoot flame on floor, take food from table, exit via other door, now in lobby. Take door on left, now in stairwell, walk down steps into catacombs, walk to door on left, turn right, go down corridor, take door on left, crawl under block, take corridor on right, go through door in front of you, shoot ghost, now in room with hole in far wall. Go to junction, turn left, crawl under block, go through door, turn left, go up to next door but not through, turn left, go through door in front of you, now in stairwell. Exit castle, go round to wizard's hut, fall through hole in floor, crawl, shoot ghost, turn round, point cursor at bottle and take potion of revitalisation, turn to left, go to dark wall where dark meets light, take key, exit room, go to stairwell, now behind hospital. Turn to right, shoot at bat on roof, exit, return to stairwell, crawl under second stair on stairs, take treasure, exit tower via lobby. Go to other tower to hot baths, walk down steps, crawl through hole, shoot ghost, get cheese, exit room, go to stairwell, exit, fall down well, shoot ghost, examine chest, take square which is treasure, search again, take key, exit catacombs. Go to church and nose round the pulpit, shoot ghost, examine hole, exit



Castle Master: Right. Let's strike while the iron's hot. (Groan.)

catacombs, now at stairwell. Go upstairs, take first door on right, go through passage, now in library. Examine book on middle shelf (this opens secret passage), exit room, return to stairwell, follow path round, go through door, shoot flame, stand on chair, take food from top shelf, exit through other door in stores, on table is strength potion (use when strength is low), crawl under table, take gold, exit via other door, follow path around to ballroom, shoot ghost, go to other door, unlock it, enter, get potion (for faster throwing) from table, return to store, replenish energy (six rings each side), return to stairwell, exit castle. Go to block, push it, fall down hole, shoot ghost, go to chest, examine, exit catacombs. Go up stairs, take door on right, now in library, take thin door, go to chest, open, take treasure, return to front of castle, stand on edge of drawbridge, shoot block, now thrown onto top of church, walk up to steeple, turn around, take key, walk out church. Enter tower, go to stairwell, walk up, go to room with axe on wall, exit, turn right, walk up stairs, walk around, take door on right, enter barracks, shoot ghost on ceiling, exit room via open door on other side, follow path, take cheese on path, follow path, walk through door which appears, open first door in corridor, enter king's solar, shoot flame on ground, exit. Open door on left, shoot ghost, stand on chair, take treasure from top shelf, go behind junk in corner, enter next room, shoot ghost on right, exit, return to barracks, open door on left, go down to hot baths, fall through hole, walk onto steps but don't get off,

go as far along as possible, look up, get line above you, exit. Go to guard room (via carpenters, store, passage, main hall, ballroom and passage), open door, enter. Shoot ghost, shoot bat, look down to right, blow flame, look up, take cheese from shelf, return to stairwell, go up, cross small bridge, open door, enter. Shoot constantly at dragon until it disappears, go through hole it makes, now in magister, go to other end, examine box which disappears, return to door, examine other box, examine handle, door opens and er... end of game.

Of course, that was the solution assuming you took the part of the Prince. If you're going to be difficult and play the Princess then everything should be the same except...

- In the hot baths hole there is a block which, if you examine it, falls over to provide the stairway.
- The block in the main hall is too big. The only (painful) solution is this – when you go through the already-open door in the barracks, follow the path around and you'll find yourself on a high ledge in the ballroom. Then shoot the ghost, get the cheese, drop down and bingo! When you go back round, in the main hall, drop down again, go to the kitchen and go into the larder, behind the cauldron and spit, and you'll replenish your energy.

CHASE HQ OCEAN

YS FEBRUARY 1990 – 94°

If there's one thing the Spectrum's not short of it's driving games, unless you really, really (really) like them, in which case you might feel a little hard done by. But most of us are pretty well-off where road-coming-towards-you things are concerned. So which is the best? Well, *OutRun* looked set to become the ultimate one, but they mucked it up a bit. In the end we had to wait for *Chase HQ* (which is what this is) to come out before we found ourselves with a real corker. As well as having some of the best graphics around, it's also got a darn sight more depth than most driving games. Well, a bit anyway. You're a police car driver (probably a policeman, in fact), and you've got to chase (but why



Chase HQ: So this is Nan, eh? Well, p'raps she'd make us a cup of tea then.



Chase HQ: I'll teach you to cut me up.

'HQ?') a series of exotic cars, such as Ferraris, Lambos and Lotuses along the usual 3D scrolling road. Once you catch up with them the fun really starts. Your partner leans out of the car and slaps a flashing light onto the roof, and then you've got to knock the baddies off the road. It's beautifully polished, masses of fun and generally Number One.

★★★★★

Just redefine the keys as **SHOCKED** (Enter) and a test menu will appear. Pressing 1 to 6 allows you to study the logo animation, and 6 allows you to put your name in the high score table. While playing the game, 1 lets you restart the level you're playing, 2 takes you to the next level, 3 shows you the end screen and 4 gives you an extra credit each time you press it. Snazzy or what?

COBRA OCEAN

YS FEBRUARY 1987 - 8/10

This one's a curious blend of Sylvester Stallone, hamburgers, headbutts and add-on weapons, all

wrapped up in a scrolling beat-'em-up format. Your job is, essentially, to kill people, with the ultimate aim of rescuing a fashion model from the baddies (rather than doing the sensible thing and leaving her there). The keys are Left, Right, Up, Down and Murder, and you'll need to use them all pretty frequently as the action's fast, furious and another word beginning with F that means 'blood-splattered' or 'gruesome' or something. It's also one of these 'timeless classic' things, so should give just as much pleasure now as it did all those years ago, although it's not the easiest game around.

★★★★

Hmm. Tips, eh? Well there is one, actually - hold down the N and M keys while playing with a joystick. This slows everything down a bit, so you should be able to dodge those fists, bullets etc a bit more easily.

COMBAT SCHOOL OCEAN NOT REVIEWED

Right, you 'orrible lot. Or something. *Combat School*, as this one's deceptively titled, is set in a combat school, where you (and a friend if you so desire) are meant to be training as a soldier. It's a bit like a cross between *Daley's Decathlon* and *Full Metal Jacket*, if you can imagine that. In other words it's a joystick waggler with firepower. Predictably enough it's split up into several sections - eight, in fact. There's the assault course, the firing range, the cross country, a tank shooting bit, arm wrestling, the firing range (again), karate training and chin-ups. Worse still, there are penalty pull-ups for anyone failing to meet the grade on any of these. And if you get through all that lot there's a real, genuine mission you can go on. Okay, so joystick waggles have been 'out' for ages now, having taken most people's joysticks with them, but *Combat* is cleverly put together, a smooth coin-op conversion and a bit of fun. State of the art it isn't, but the two-player option gives it that competitive edge and rescues it from otherwise certain doom.

★★★★

Assault Course Keep up a steady pace. When using the joystick, turn it around in a circle so you can walk faster, rather than waggling it from left to right.

Firing Range If your joystick has autofire, switch it on and this will help your aim. (Who needs to aim with autofire? Ed)

Iron Man Waggle joystick up and down, and when you get stuck just tap the stick left or right. When swimming, after you've got past the block in the water, do the same as you did in the Assault Course. Keep on the yellow bits, as the muddy bits slow you down.

Firing Range II Don't use autofire, otherwise you'll miss some of the tanks. And don't stand still for too long either - as you'll get hit!

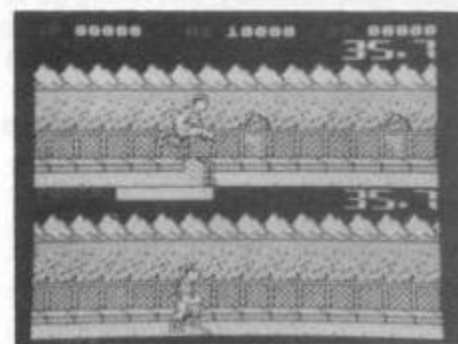
Arm Wrestling Turn joystick around like in the Assault Course. After a long time you'll get tired, so stop and rest for about one second and your opponent's arm will go down.

Firing Range III Don't use autofire on this one either. Just tap the joystick left and right. And don't hit the red ones or your sight will freeze for the next round of targets.

Fight Instructor Jump up and kick, then he'll fall down. (Boink!)

Chin-Ups Push joystick in a circle again, like Assault Course.

The Mission (Wasn't this a film with Jeremy Irons and Robert De Niro?)



Combat School: Hey, that's not fair! Mine's bigger than yours!

Anyway, keep jumping and kicking, and don't be a chicken.

CYBERNOID

HEWSON

YS MAY 1988 - 9/10

Hmm. It appears to be another game by that bloke who did *Exolon* and *Cybernoid II* (but after this, of course), so it looks like we're in for another huge, colourful, explosion-packed shooting match. And, er, yes, indeed we are. *Cybernoid* has got more explosions and colour, and probably more shooting, than just about any game ever. It's got screens and screens full of deviously-placed guns, aliens and other bits and pieces, all of which would be virtually impossible to struggle through if it wasn't for the range of weaponry at your disposal. As well as straightforward bombs, handy for heaving at passing nasties, your ship is loaded up with impact mines which can be dotted about the screen at your leisure, a defence shield for particularly hairy moments, bounce bombs and the seeker which homes in on the foe. Between them they would probably suit most occasions, but, just in case, there are copious quantities of collectable add-ons too. All very nice and pretty, but how does it play? Rather well, actually. As well as being zippy and action-packed, *Cybernoid* requires a certain level of planning if you're going to get through each screen intact. We're talking serious levels of addictiveness here, so handle it with care.

★★★★★

Here's a huge, wobbling pile of tips that should be everything you need to get through Level One...

- Switch weapons to mines (number two) and exit screen.
- Place ten mines across the top of the screen.
- The pirate ships will explode on contact with a mine, dropping their stolen cargo.
- Pick up the cargo and switch to heat-seeking missiles (number five).
- Exit screen and fire one missile at the yellow cannon.
- Switch to immortality shield (three) and exit screen.

- Use the shield to pass red balls. Switch to bombs (one).
- Bomb the two enemy missiles and exit the screen.
- Get through the passage and switch to bouncing balls. Exit screen.
- Use two sets of bouncing balls and switch to shield (three), collecting cargo. Exit screen.
- Use immortality shield to go through passage.
- Pick up the yellow cannister before switching to heat-seeking missiles (five). Exit screen.
- Fire two heat-seeking missiles and switch to bouncing balls (four) before exiting screen.
- Use all three sets to destroy pirates. Collect stolen cargo and exit screen.
- Switch to immortality shield (three) and wait until caterpillar is out of the way before using the shield to clear the passage. Exit screen and switch to bombs (one).
- Blow up two obstacles at the top of the screen and switch to immortality shield (three) before picking up the yellow cannister.
- Switch back to bombs (one) and shoot your way through the green blocks. Fire bombs to destroy green blocks stuck in exit.
- Switch to heat-seeking missiles (five) and exit screen. Fire a missile at the yellow cannon and switch back to bombs (one).
- Shoot pirate ships and collect cargo until you have at least 1,500 cargo points. Exit screen. Fire bombs to destroy the two missiles and the green boulder.
- Shoot your way through to the exit. Exit screen. Bomb the five enemy missiles and exit screen. Switch to heat-seeking missiles and shoot the yellow cannon. Lastly, sit on the platform between the green columns.

It's as simple as that, you see. Now the other levels should be a piece of cake too. What? Still having problems? Oh dear. Well, in that case try redefining the keys as Y, X, E and S, and then back to something more sensible, and you'll activate the cheat mode. And if you ever get as far as *Cybernoid II*, try the same trick with the controls as O, R, G and Y (hur).

DAN DARE II

VIRGIN

YS MARCH 1988 - 9/10

Right, there've been about three *Dan Dare* games, and as space is short we can only cover one of them. So... eenie meenie mynie mo... *Dan Dare II* it is. And what a good choice. While the first *Dan Dare* was about as colourful and action-packed as it's possible to get on a Speccy, the sequel is even more so. There's just so much to tell you about. But first the plot. Dan, mounted on his jet bike, has got to destroy lots of Treens, particularly Supertreens, who are scattered around the Mekon's ship. Right, that's enough of that. Now the graphics. They're absolutely, utterly, really good. Some of the best ever seen on the Speccy. Colour is splashed about all over the place, the detail is phenomenal and the sprites are so smooth you could probably spread them on your toast. As for the action? Well, it's non-stop and thoroughly addictive. It's real quality programming this. An example to us all. A benchmark.

★★★★★

Firstly, get away from the Mekon as quickly as possible, 'cos he's indestructible. Don't blast your own men or the ship will suffer a Treen population explosion. Don't splatterate the Supertreens until you've cut off the force field, or you'll run out of time. If there's one of your men on one side of a door and a Treen on the other, head up and blast the top of the door and your man will give him what for. When you go over the first tube you encounter on Level One, push the joystick left and up so you won't get sucked in, trapped and zapped. Treens take more than a single hit, so blast away. Finally, when you've destroyed all the Treens on a level, head towards the double doors. Blast one, whizz inbetween them and wait. If there's a Treen there you'll have to kill him.

To give you a fighting chance, here's one of those really interesting 'left, up, right etc' guides to the first couple of levels.

From the start go left, left, down, down, left, left, left, left, up, up, left,



Dan Dare II: Hang on a minute! I've dropped Mekon-tacts! (How 'Dare' you! That's crap! Ed)



Dan Dare II: Er, Dan shoots the control panel.

left, left, left, fire, right, right, down, down, down, fire, up, up, right, right, right, down, down, down, fire, down, down, left, fire, down, left, left, left, up, up, right, right, up, up, left, left, down, down, right, right, right and wait. Phew. Take a breather, not too long, and then dash for the next level. On Level Two go right, right, down, down, fire, left, left, fire, right, right, down, right, down, left, left, fire, down, down, right, right, down, right, right, right, down, down, left, right, up, up, right, right, down, right, down, right, right, up, up, left, fire, down, down, left, left, left, up, up, up, up, right, right, down, down, right, down, down, right, right and finally wait.

DARK SIDE INCENTIVE

YS AUGUST 1988 – 9/10

(This ought to come after *Driller* really, but that's the alphabet for you!) Continuing the *Freescape*™ tradition of grotesquely complicated games with corking solid 3D graphics, *Dark Side*, erm, does. Continue it, that is. This time you're a little chap within a space suit (equipped with a jet pack

and a laser), and your mission is to halt an alien invasion of some sort (probably) by shooting a whole load of towers. This is meant to disconnect the power to a huge laser that will otherwise kill everyone. Or something. Once again, the graphics are absolutely wagga (© 1990 Jane Richardson) – even better than *Driller*'s – and the puzzles and adventurey bits are even fiddlier, they really are. If you liked *Driller* (or like the sound of it), *Dark Side* is more of the same.

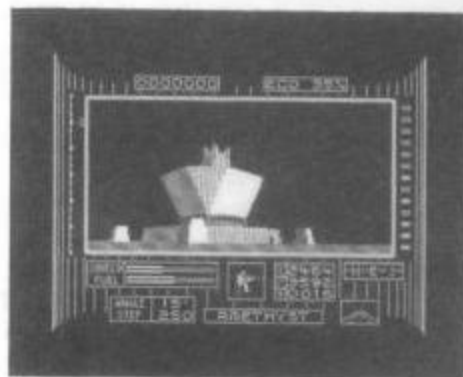
★★★★★

Tips are a virtual necessity, so here are a few...

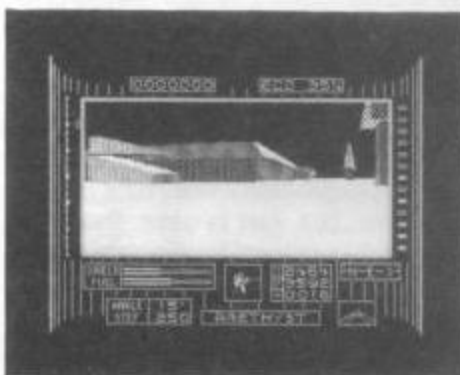
- Disable three or four ECDs straightaway to slow the timer down.
- Make repeated contact with the fuel rods in the various stores.
- To enter the walkway, shoot the rod repeatedly to open the door.
- Shoot radar beacons to prevent being thrown in prison.
- Make contact with telepod crystals. When these are positioned on the centre console in the telepod, shoot them and then leave the telepod. You will be in a new area.
- Buy your way out of confinement by shooting the slots in the pillars.
- To move forward faster, hold both forward keys down at the same time, or joystick forward and keys forward.
- In the Sirius sector, after you've shot the bar to raise the door you can then enter the walkway and find the first telepod crystal.
- Get arrested and you'll find the second telepod crystal in the prison.
- Enter the telepod and shoot the first crystal. Then fly into the letter D. Pick up telepod crystal three.
- Enter the telepod and shoot the second crystal. Fly into the letter A. Shoot the third crystal and fly into the letter R.
- Enter the Ganymede Stores in the Regulus sector. Turn left and crawl through the hole in the wall. Shoot the axe and go to Sirius sector. There will be a hole in the roof of the building there. Go through the hole and shoot the cube inside the building. Go to the equator tunnel and find a section with three lamps in it. Shoot the wire in the middle of the lamp and it will turn into

telepod crystal four.

- Go back to the telepod and shoot crystal four, then fly into the letter K. Shoot the second crystal and walk through the gates onto the Dark Side. Then shoot the last ECD to finish the game.



Dark Side: And it's all made from old egg boxes and sticky-back plastic.



Dark Side: Ooh! It's been snowing!

DOMINATOR SYSTEM 3

YS JULY 1989 – 74°

When shooting the baddie from the outside fails there's only one alternative – try doing it from the inside instead. So, climbing into your specially shrunk ship (or perhaps the monster's really big – it doesn't say here) you grit your teeth, wish you'd held back on the lunch a little and plunge headlong into miles of squidgy pink tubing. And there's more than just yucky mucus and unspeakable wobbly bits to contend with. The alien's tummy is heavily guarded by a strangely familiar-looking collection of spaceships and missiles. Luckily (they think of everything) you're pretty heavily



Dominator: *Yuck! That guy could do with some serious orthodontic work, by the looks of it.*



Dominator: *Ho hum. Dakka dakka dakka... splat.*

armed, so with a bit of deft joystick waggling you should make it through to the alien's brain, which needs to be blown up. So what's it like? Well, it's got 'going along' bits as well as 'going up' bits, and it generally looks very slimy and everything. The trouble is that it's too blooming difficult. One slip and kapoom! You're sent all the way back to the start of the level. Nicely programmed then, but it'll take loads of patience.

★★

Press Z, X, M, V, N, J and H all down at once (you'll need lots of fingers for this) and you'll make yourself 'invisible' (ie your ship runs into things without getting killed). The same keys turn it off.

DOUBLE DRAGON MELBOURNE HOUSE

YS FEBRUARY 1989 - 8/10

It looks like we're in for another beat-'em-up. The standard formula applies to *Double Dragon* (lots of moves, add-on weapons and all the rest) but with the following exceptions - a)

there's a two-player option, so you can get a chum to help you out, b) er, c) that's it. It really is pretty straightforward stuff. However, it's a bit of an important game, being a conversion of a v. popular arcade machine, so perhaps a closer look would be in order. (Peer.) Hmm. Not too bad really. The graphics have got a curiously 'negative' look to them, even though they're not, but apart from that there are no major probs. It plays like the coin-op, which can't be a bad thing, and all the levels are there (they multiloop, naturellement) along with the maiden you're meant to be rescuing at the end. It's not the most inspiring beat-'em-up, and *Target Renegade* knocks the spots off it, but it's okay in a comfy sort of way.

★★★

- If you have a whip you can hit people directly behind you. In one swing you can hit the person in front and behind.

- The best moves are headbutts and flying kicks. With these moves you can knock an enemy over in one hit.

- When fighting the big men, watch out because they can hit you when you're not directly in front of them.

- When you knock a big man over, stand still and keep on punching - this way he won't be able to hit you and he'll die quickly.

- On Mission Five, stay on the edge of the walkway to avoid the statues with the spears.

CHARACTERS

Abobo These are real nasty. If they are a bit further up or down the screen from you, they can still punch you. To get them, keep doing flying kicks and pressing Up or Down. When you get them down you know you're on the same pixel row as them - keep kicking.

Black Abobo Same as for Abobo.

Lopar/Williams Kick or elbow them. If they do flying kicks then flying kick them back. They always have bats or barrels, and, on later levels, knives. And watch out 'cos they're handy with any weapon lying around.

Willie Man with machine gun. Keep as far away from him as you can, or he'll shoot you. Keep hitting him and

stay close to the men with him, so he doesn't get a chance to use it!

Linda Kick her and grab her whip. But don't let her get behind you or she'll punch you in the back.

Chintai Same as Lopar. Except he always has a bat or knife. Very good at barrels.

YOUR MOVES

Kicks Good. Take away lots of your enemies' energy.

Punch Good. Same as kicks.

Elbow Good. Same as kicks.

Hair Grab.

Kick Really good. Takes loadsa energy.

Headbutt Not very good.

Flying Kick Not very good.

Whirlwind Kick Not very good.

WEAPONS

Rock Not good 'cos you have to be miles away to throw it.

Barrel See rock.

Throwing Dagger Good, but hard to position.

Whip Okay, but not as good as the baseball bat.

Baseball Bat Very good. But don't use it too much.

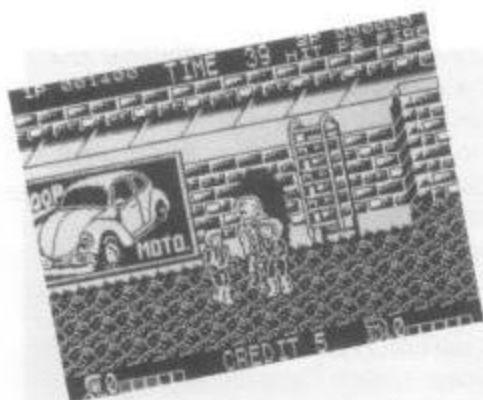
And now... The Complete Solution...

LEVEL ONE

Keep going right, beating up the Lopars/Williams/Chintais until you reach the sliding doors. Stay right next to them, and as soon as they punch or kick Linda down, grab her whip and quickly lash her to death. Once you have done that, move a little bit to the right and left and wait for the Lopar with the bat to come to you. Kick, shoulder throw and whip him to death. Then climb up to the ladder next to the sliding doors. Walk along the platform until you see Abobo crashing through the wall. Jump down next to him (remember to jump or you'll land face-first) and elbow or kick him to death as these are the most effective moves on him. After this go right and beat up the Chintai (try to get his knife) and finally the last Abobo.

LEVEL TWO

Beat up everyone, keep going right



Double Dragon: Tell you what, I'll give you five hundred.

and pick up and use any baseball bats you can get until you reach the sliding doors. Remember not to bash your head on the way up to these. Stand next to the wall before jumping over it. If you have a bat when you reach these doors, then bash Lopar and both the Lindas as soon as they come out of the doors. If you don't have a bat, jump-kick them all down then elbow them to death. If you like more elaborate deaths, go up to the ledge near the sliding doors and jump down just next to escalator. The Lopar will try to follow you and land on the escalator... sppllatttt!

LEVEL THREE A

Beat up the first four men, grabbing a bar if you want to, and waste the Linda coming out of the sliding doors. Grab her whip if you fancy, but make sure you aren't carrying anything first. Two dead men later you will be attacked by two Williams with knives. Stick really close to them so they can't throw their knives, and kick them to death. Once they are dead, grab a knife and hurl it at Chintai on the next screen. He will drop his knife, so stay close to him and kick him to death so he can't pick it up again. Then grab his knife and fling it at the final Abobo on the last screen. You will only need to kick him down twice to finish this level.

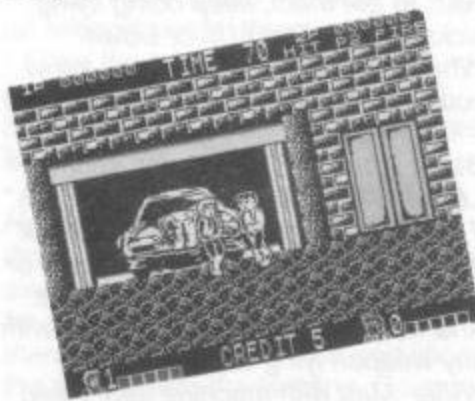
LEVEL THREE B

Quickly jump over the Chintai and Lopar at the start of this level. They will follow you, forgetting to use their knives. Elbow them both to death, grab a knife and chuck it at the Abobo. Then finish him off with kicks, or go to the end of the bridge (being

careful not to fall in the river). It's easy from here. Pulverise the next four weaponless opponents, and then you'll meet a Williams with a barrel. Don't go too far away from him, or he'll bung it at you. Kill him using kicks and shoulder throws and don't let him pick it up again. Once you've done this, repeat the process for the next Williams with barrel. In the last screen there are two Abobos. Beware – one will go higher than you, and the other lower, and they'll both punch you while you can't reach them. You can flying kick them over, one at a time, although this is time consuming, taking 17 flying kicks to kill each one!! Lure one of them to be level with the other by moving up and down. Once you've done this elbow them both to death. Finished.

LEVEL FOUR

You'll find yourself on top of a cliff. Walk off it and do a flying kick on the way down to land safely. Always be careful not to just fall off the bridge. Beat up both the Lopars on the bridge, and keep going right until two Chintais fall from nowhere, both with knives. Remember to keep really close to them to stop them knifing you. They'll both walk together, so flying kick them both together. Once you've done that... STOP! Go too far to the right and you'll fall off the edge of the bridge and plunge into hell. Going up the ladder's a wiser path. As soon as you see the two Lopars and two Chintais, go to them 'cos one of the Lopars is very good at long-range barrel-throwing. They come at you crammed in a pack, so it's very easy to floor them all with a few kicks.



Double Dragon: Oh no! Attack of the Seventies Hairdos! Call Dusty Fleming!

Once they're dead, the final screen holds two Williams and an Abobo. Just wait until they're all in a line, and flying kick them all over, finishing them with kicks and elbows.

LEVEL FIVE A

As soon as you start this level, there's a Lopar behind you. Quickly elbow his head in, and let the Chintai and the other Lopar come to you. As soon as they come near you, flying kick them over, then elbow them to death. Now things get tricky. Three bars of rock swing out of the wall at you. The best way to get past this bit is to take a runner at it, jump over the first bar and, always jumping, you should get past the other two bars. Or you can try carefully jumping over each bar, stopping perfectly between each bar, but this is dead hard. Once you've cleared the bars, keep on jumping and you should clear the spike. If you're too slow, do a jump just underneath it and your head should just miss the spike. Repeat for next spike, and you should be confronted by two Williams with knives. Keep close to them as before, but beware – if you try to dodge a knife one bungs at you you may fall into the moat below. Kill them with kicks, and do the same for the final Chintai with the knife. Now go get that girl of yours!

LEVEL FIVE B

At the start of this level there will be two Abobos. Flying kick the first one over, then let the other one come at you, then elbow them both to death. There are no weapons on this level so it's solid fighting. Go along after the two Abobos, being careful not to fall in the moat. On the next screen, you will have to beat up a Williams and a Chintai. The final screen holds Eilly (honk). He's the mean bloke who stole your blonde in the first place. He's protected by a Lopar, two Chintais and an Abobo. They all walk in a pack – stray too far from it and you'll be shot or pushed over by Willy's gun. Use the extra time you get at the start of the level and try to take out the Chintais first with flying kicks. Once they die, two more come in. Let them join the pack and it should be easy enough to kick

or elbow the whole bunch of them down until Willy eventually dies. Once he does, go and enjoy a slobbery kiss with your girlfriend.

DRILLER INCENTIVE

YS JANUARY 1988 – 9/10

Freescape™, Incentive's custom-built 3D graphics system, caused quite a stir when it was first announced, although by the time the first game to use it appeared everyone had grown a little weary of hearing about it. It's certainly an impressive technique though. It basically means that you can 'walk through' an entire 3D world, into buildings, around objects and out again. This is all carried out in shaded 3D with perspective and everything, which tends to look a little more impressive on paper than the telly screen (it runs pretty slowly). The actual point of it all is to organise a gas-mining expedition, but this tends to be forgotten in the general awe, wonderment etc that surround the graphics. Games like *Carrier Command* have managed to carry off the 3D graphics idea a lot more successfully in recent times, but *Driller* still stands as an example to us all.

★★★★

Ready? Right. Here's how to crack each 'bit'...

AMETHYST

Shoot the wall for extra points (worth up to 750 if shot in the right order). Inside the hut, if you shoot the shield crystals on the wall first, then the shield crystals in the air, you'll have maximum shield and more points. (The crystals on the floor will reappear.) Land on the slab in the jet for full replenishment.

• Drilling co-ords – X-6400, Y-6050, facing north.

LAPIS LAZULI

Shoot pyramids for extra points and to create a path through the sector. Rise to maximum extent and locate and destroy small cube (switch) and the wall will disappear. Shoot cube again to make door visible.

• X-4096, Y-3746, facing north.

EMERALD

To escape the notice of the laser beacons at each door you can move around the perimeter very close to the outside walls. Alternatively, keep out of range by moving diagonally across the sector. The south-facing laser has a block near it. It's impossible to get round it without being seen, so be careful.

• X-3746, Y-4096, facing east.

MALACHITE

Shoot the eyes to stop them shooting you. A word of warning – once you've shot the eyes, don't shoot the nose. Inside there are four laser beacons which fire pretty fast. Shoot them. Shoot the large slab to turn off the force field in Trachite.

• X-5952, Y-5026, facing north.

RUBY

Set angle to 90° and be exactly in line when you turn. Shoot the satellite and it will retaliate and start shooting back. Shoot it again to stop it.

• X-3746, Y-2550, facing east.

AQUAMARINE

Shoot the left hanger to get to the reconnaissance jet. In the jet, fly to Amethyst and land on the slab situated at the top of the pole. Fly back to Aquamarine, go into the hanger and rise up under the excavation probe to transfer again. (Note – to get into the jet, go into the hanger, go under the jet and rise. You'll know you're in it when, um, you're in it.)

• X-5102, Y-2896, facing south.

BERYL

Shoot all the wires on the pylon to disable the vicious downward-pointing laser beacon. Inside the room, on the north wall, there are three symbols. Shoot one and it changes shape. To open the north door set all the symbols to triangles. To open the west door set all the symbols to hexagons. If you find the door has disappeared then shoot the wall.

• X-7104, Y-3512, facing north.

TOPAZ

Stand on the small platform on the

east side of the wall and shoot one of the switches that make the lift rise. Once the lift has risen, do not move forward. Turn until you find the door and move into the complex. Shoot the east block five times to make any energy crystals appear. Behind this block is a hidden tunnel which you go down to find a door. Inside the tunnel go forward to gain access to the complex in Amethyst. Shoot the blocks in order from right to left in order to materialise the teleporters.

• X-3077, Y-1310, facing south.

NICCOLITE

Shoot the switch on the wall (in conjunction with the ones in Alabaster, Quartz and Opal), to gain access to the Light Side. To get through the minefield with minimum damage move fast, close to one of the large blocks.

• See manual page 25 for co-ords and direction.

ALABASTER

Shoot the switch on the wall (like the ones in Niccolite, Quartz and Opal). Shoot the water to make it evaporate. You must place a rig at the bottom of the pool. At this point, save the game by pressing 'I', then pressing the Save key. To get safely in the pool, wait until the water has evaporated and a set of steps will appear. Use them to get into the pool.

• X-4496, Y-4096, facing west.

OPAL

Shoot the switch on the south wall (along with the ones in Niccolite, Quartz and Alabaster) to gain access to the light side.

• X-7394, Y-7744, facing east.

QUARTZ

Shoot wire supporting block above laser beacon to kill it. Walk down the side of the fallen block to get to the other side of the wall. Shoot the switch on the south wall (and the ones in Niccolite, Alabaster and Opal) to allow you to enter the Light Side.

• X-2768, Y-1792, facing west.

DIAMOND – THE LIGHT SIDE

Firstly, to gain entry to Diamond the

switches in the surrounding sectors (Niccolite, Alabaster, Opal and Quartz) have to be set to a downward position with all four lights in Opal (south wall). Simply walk over to the other side of the sector to get into Diamond. Shoot the guards to make your entry to the tunnel. When in the tunnel, shoot the crystal 25 times and then walk into it. The crystal will disappear along with the entire main building, leaving only the tunnel. This is logically so that you can place a rig there. Walk into the mega-crystal for energy and a shield. (You can do this about 50 times.)

• X-4096, Y-3472, facing towards back wall.

OBSIDIAN

Shoot the laser beacons on the posts. Knock over the slab to create a beacon over the crevass. You can shoot it down, but knocking it down gives you more points. To get into the hut you can go in the front way, to be confronted by a massive laser cannon, or you can use the back way. Find the way back via two 'lines'. Sneak up and destroy the laser. Shoot the crystals for energy and shield. Shoot the lights for points.

• X-6656, Y-6306, facing north.

BASALT

Shoot the Christmas tree from top to bottom to gain maximum points. Walk to the end of the left tunnel (the left as you walk into the sector) to get into the hidden tunnel at the end of which you'll find a switch (see Entry To The Dark Side). At this point, save the game in case you fall off the end and die. Walk around the block and you'll find a hidden step – use it.

• X-0930, Y-2240, facing west.

OCHRE

To get past the force-field you must activate the switches in Malachite and Graphite. You can shoot the laser to stop it attacking you but you've got to be good. Shoot the switch to activate it (see Entry To The Dark Side).

• X-1808, Y-2240, facing west.

GRAPHITE

To cross the acid river you must use

the platform. Set the angle to 90° and step to 50. Walk into the small cube (in conjunction with the switch in Malachite) to turn off the force-shield in Ochre. Line up the odd-shaped objects as if they were a gunsight and then shoot the wall to make the switch appear. Shoot the switch to activate it.

• X-1680, Y-6336, facing west.

ENTRY TO THE DARK SIDE

To gain entry to the last sector you must activate the switches in Basalt, Ochre and Graphite. You must also have placed all the other 17 drilling rigs, hence the 17 on the wall in Obsidian. When you've done all these tasks the switch will appear on the wall in Obsidian. When you activate this switch the wall will disappear allowing access to Trachyte – the Dark Side.

TRACHYTE

To get past the force-field you must find the weak spot by shuffling along at a 45° angle. When you hit the weak spot it makes a funny noise. Face forward and move forward and you should be able to walk through. Once through you must place yourself so the generator is in its original formation, with only the bottom crystal and the right crystal visible from the same square. Shoot the bottom crystals, then the central crystal, then the right-hand crystal, and finally the floor to destroy the generator to place the rig.

• X-4496, Y-6912, facing to the west.

ELITE FIREBIRD

YOUR SPECTRUM

NOVEMBER 1985 – 9/10

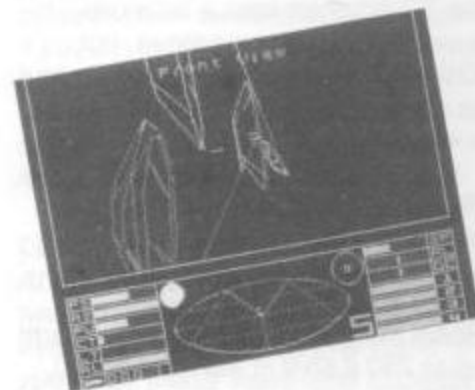
After a best-forgotten start on the BBC Micro (circa 300BC), *Elite* found its true home on the Speccy and instantly became one of the most popular games around. It's a brain-blendingly huge combination of flying around, shooting things and trading, all wrapped up in some rather tasty vector graphics. The object is to slowly build up your Cobra MkIII into the most wazzy ship around, and in doing so to rise to the rank of Elite with as much dosh as possible. Not

easy when you're being shot at from all sides, the police have put a huge price on your head and your shields are down to 'minimum'. Judging by the amount of post on it we receive at YS, *Elite* is still going strong. If you haven't already got it, do so. Tomorrow.

★★★★★

The first thing to buy once you've got a few credits together is a docking computer (unless you're completely ace at docking, of course). This will save loads of hassle later on. Then go for a military laser. The quickest way to get rich is to find two stable planets close together, one industrial and one agricultural, and then trade between them. An extended cargo bay will help here.

In a game as fiddly as *Elite*, you'd expect there to be loads of cheats. And indeed there are. The main one allows you to reach the rank of Elite with the minimum of fuss. The secret? Load the game and wait until it asks 'New Commander Y/N?' Press



Elite: But why are we supposed to be shooting at the principle cartilage of the larynx? Oh. ThARGoid.

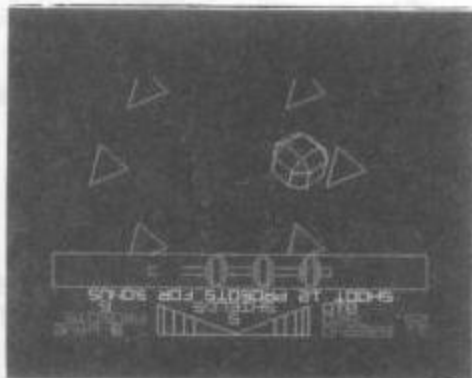
Y, and another menu appears. Press 2, enter your name and then press Space when it tells you to start the tape. And, er, that's it. You're Elite. The other cheat makes travelling between planets a lot easier. After selecting your destination and launching from the space station, press the Hyperspace button and then, when the countdown starts, turn round and fly back into the space station. You'll dock again, but at the planet you were heading for. Triff, eh?

THE EMPIRE STRIKES BACK DOMARK

YS SEPTEMBER 1988 - 8/10

This one needs no introduction. (Yes it does. Ed) Oh. Okay. Well, the film of the same name was the second in the *Star Wars* trilogy, and was thought of by many to be the best of the three. (By about 33% of *Star Wars* fans, in fact.) The game is also the second of a trilogy, but this time it's Domark's series of conversions of the classic Atari arcade games. Like *Star Wars* (the first one) it's a sort of pastiche (ahem) of scenes from the film, done out in 3D wire-frame graphics. First of all you're flying Luke's snowspeeder, blasting Probots before they can relay details of the Rebel position back to base. Then you have to take on AT-AT and AT-ST walkers (those big dog things), either shooting them or tying a rope round their legs, just like in the film. Then it's time to pilot the Millennium Falcon, first of all against a bunch of TIE-Fighters and things, and then through an asteroid field. If you manage that you pick up a healthy bonus and begin again, only this time it's harder (fnurk). The thing about this game is that, like *Star Wars*, it's really no trouble to keep looping through the stages over and over again, so repetition is obviously a problem. It's ace fun while it lasts though, and a competent conversion of the arcade machine.

★★★★



The Empire Strikes Back: Do people really prefer the green triangles? They're disgusting.

STAGE ONE The Probots

Shoot the Probots in the middle. Transmissions must be hit before

they leave the screen. This level can be used to increase your score by destroying Probots and their transmissions for as long as possible. Once four transmissions have been sent you move onto Level Two.

STAGE TWO The AT-AT Attack

Attack walkers head-on where possible. To destroy a walker, aim the gun at the port on its head. If you miss you can avoid the small walkers (or AT-ST), but you can destroy the big walkers (or AT-AT) by firing a tow cable at their legs. Be careful though, as you only have a few tow cables.

STAGE THREE TIE-Fighter Attack

Just fire until Darth Vader's destroyer flies across the screen.

STAGE FOUR Asteroid Belt

Steer the ship to the right and keep it there. Then move either up or down. When an asteroid moves into your sights, reverse direction.

SPECIAL FEATURE

This allows you to start again on the previous attack wave. It doesn't work until wave three is completed.

Scoring is like this...

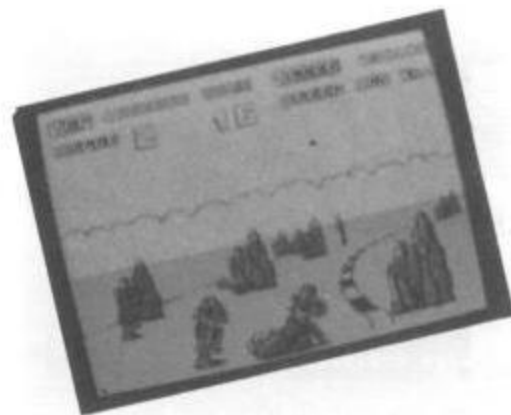
Fireball	3
Transmission	5
Star Shot	7
Probot	25
AT-ST	50
AT-AT	75
TIE-Fighter	100
Wave	
Completion	2500
Jedi Letter	5000
Flying Bonus	5000
Jedi Bonus	20,000

• On completion of Level Two a 100,000 point bonus is awarded. On completion of Level Three and upwards the bonus is 250,000. Oh yes, give the cheat mode a try too. Press Caps, Z, X, C and V together for infinite lives.

ENDURO RACER ACTIVISION

YS APRIL 1987 - 9/10

Enduro Racer was just about the first of the 'new generation' of driving



Enduro Racer: Brrrrrrrm, brrrrrrrm, eeeek, brrrrrrrm...

games - the really fast ones with corking graphics, rather than lots of simulation-like dials and things. As well as just driving round and round in circles, like on other lesser driving games, you'll find yourself going round tight corners and up and down hills. While cornering particularly fast your leg sticks out to hold you up, just like the pros. There are also obstacles in the middle of the road which can be jumped over, and really skilful/lucky drivers will be able to do wheelies to impress onlookers. Another nice touch is the dust that spurts out from your bike on the desert level. On top of all this, *Racer* is brilliantly playable. Everything's balanced perfectly - speed, difficulty and everything else that needs to be balanced - giving the game that "Oh, go on, just 18,734 more goes" feel. A classic in its own time, and this one too.

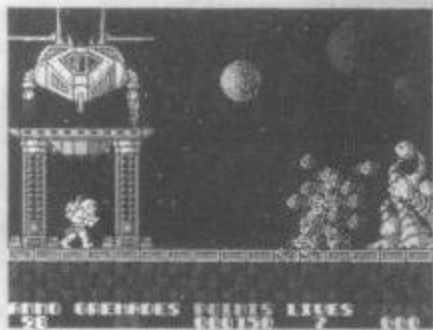
★★★★★

Cheat mode! Whoop! On Levels One, Two and Three, slow down to a standstill, hold down Caps Shift and press Forward at the start of each level. You'll whizz straight through, and should be able to complete Level Four with all the time you've made up. On Level Five go to the right of the screen and speed up. Hold down Right and you should make it all the way round.

EXOLON HEWSON

YS AUGUST 1987 - 9/10

Brilliant graphics, ear-shattering sound effects, compulsive gameplay. Nice, aren't they? *Exolon*'s not too bad actually. It's by the same chap



Exolon: *I'll just see what happens if I press this button. FATOOOOM! Oops.*

who did *Cybernoid* and all that lot, so as you'd expect it's packed with colourful sprites, mega-explosions and lots of screens. It's a flip-screen shoot-'em-up thingy, where you're in charge of a little spaceman who runs from screen to screen shooting things. Unusual features? Well, there's the exoskeleton which you can pick up and put on for a bit of added protection. There's a superb grenade-launching sequence, where the little bloke crouches down and fires off a grenade from his backpack. There's, ooh, masses of things. The playability is perfectly balanced, but one does tend to grow a little weary of it sooner than one might expect.

★★★★

Even with all those huge explosions and massive baddies, there was just about room to squeeze in a cheat mode. And it is? Redefine the keys as Z, O, R, B and A and a little tune will play when you return to the menu. Redefine the keys again to something a bit more sensible and you'll find that when you start the game you have infinite lives.

FAIRLIGHT THE EDGE YOUR SPECTRUM

NOVEMBER 1985 – 9/10

Written by a Swedish gentleman called Bo Jangeborg, *Fairlight* took the old lots-of-3D-rooms genre and, er, made it a lot better. Never before had this sort of thing been done in such detail. It plays just like an adventure game (zzz...) but with all the violence and pretty graphics that real gamers tend to prefer. And the graphics really are rather good. Loads

of intricate little bits and pieces all over the place, and in perfectly smooth 3D too. The only trouble is that things tend to slow down a bit when a lot's going on. There are piles of little 'things' to discover (for instance, if you kill a baddie he'll disappear, leaving his helmet. Pick this up, dump it in another room – preferably at the bottom of a deep pit – and the soldier will eventually come back to life). It's brilliant fun, but a bit on the creaky side.

★★★★

To finish the game you'll need the Scroll, one Cross, two Potions, the Crown, the Book and two Keys. The wizard is trapped in the tower from which you're looking on the loading screen (yes, the picture on the loading screen is of the actual castle in the game). To free him you've got to get the Crown and the Scroll from the courtyard. Get rid of guards by killing them, and then, to be on the safe side, drop them near a whirlwind which will then cart them off. Keep trolls out of the way by placing a barrel over them after killing them so they don't come back to life.

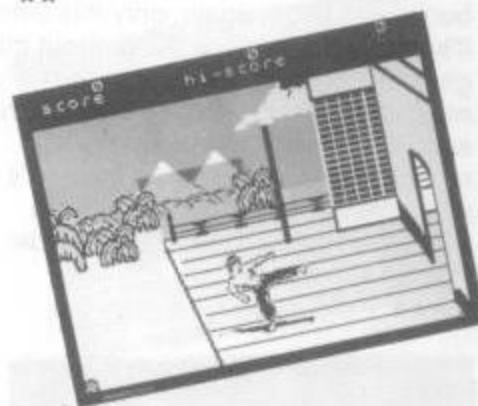
After collecting the Hourglass, cross the drawbridge (using, um, the Hourglass) and pass the troll. Follow the walls and you'll find a door hidden in one of them. Put the Crown on view and you'll be able to open it. In the tomb, push the body to one side and heave one of the slabs off. Dropping down into the next tomb, collect the Book and go through the door to appear beside the cliff-edge outside. Use the Scroll to get back to the courtyard and head for the room with the Cross. Collect the Cross and the Potion and kill the guard in the room of the deadly flowers. The key you'll find is the one for the keep. You can jump past the first monk, but you'll need to throw the Potion at the next one and the Cross at the last one. Kill one guard and climb the final stairs. Use the barrel from the ground floor, jumping on it to get you up into the last room. Give the Book to the wizard, making sure you collect the Key first, and he'll change into a monk. When he pushes you out you can then leave the castle, provided

you've got the Crown and the key for the courtyard gate. That's it – you're out!

FIST II MELBOURNE HOUSE YS MARCH 1987 – 9/10

While the original *Way Of The Exploding Fist* was restricted to one screen with a couple of different backdrops, *Fist II* is an altogether more ambitious beat-'em-up. It sprawls over dozens (hundreds) of mappable locations, each one packed with animals and people to fight, things to collect and absolutely atrocious backgrounds. The oriental gentleman under your control can perform a massive selection of movements, so your joystick will never have seemed so versatile. The trouble is that these days it doesn't look too good. Those backdrops really are a bit dodgy and the characters, although nicely animated, seem horribly crude. But it's perfectly playable and pretty challenging if you feel like having a good crack at it.

★★



Fist II: *Har har! Who needs ninja skills with feet this smelly?*

Okay, let's go...

Right, down, right, up, left, pray, right, up, right, up, right, down, right, get scroll, right, down, left, pray, right, right, down, left, jump hole, get scroll, right, down, left, up, right, up, right, up, right, down, right, down, left, jump hole, pray, right, down, right, get scroll, left, pray, right, down, right, get scroll (hidden behind panel in hut), down, right, down, right, up, left, pray, right, up, right, up, right, up, right, up, right, down, right, down, left, pray, right, down, left, down, left, up, right,

down, right, down, right, down, left, pray, right, down, left, pray, right, up, up, right, down, right, down, left, pray, right (when you go into the cave to the right of the ladder you must somersault or you'll fall down a hole), right, fight warlord. And, assuming you win, that's it.

FREDDY HARDEST IMAGINE

YS JANUARY 1988 – 8/10

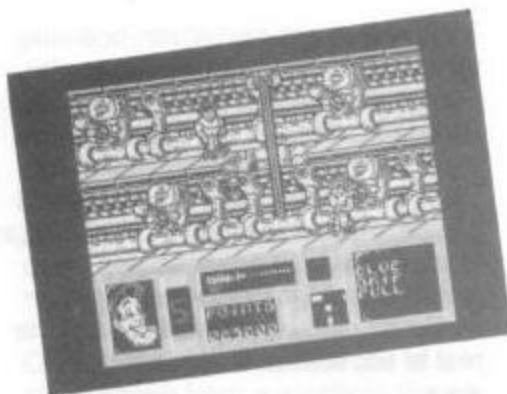
These Dinamic people (the Spanish ones) certainly get about a bit. They seem to have written loads of stuff and, although most of it is pretty similar (*Army Moves*, *Game Over*, that kind of stuff), they have done one or two different(ish) ones. And, luckily for this intro, *Freddy Hardest* is one of them. Okay, it's not radically different. It's in the usual two halves, for starters, with a code to get into part two. The first chunk is a familiar-looking scrolling walker, with lots of aliens to kick/shoot. Hardly marvellous. Part two is a bit better however. Freddy finds himself in a building of some sort, with lots of rooms to explore and aliens to beat up. Somewhere in it there's hopefully a spaceship he can use to escape (he's stranded, you see). This section is deceptively complicated – you've got to collect various items needed to get the ship started – and very neatly programmed. It's got a more cartoony look than other Dinamic stuff, and the restrained use of colour eliminates the graphical mess often found in their games. It's also a lot more playable than the likes of *Army Moves*. So we've basically got one slightly knob game and one pretty good one, all in one package. Can't be bad.

★★★★

And here's what to do...:

LEVEL ONE

Move as far as possible in one go, but, as soon as you see an alien, shoot it and check the other direction before continuing. Kill the flying robots if you can, but, if it's a choice between them and the walking aliens, shoot the walkers and duck the flyers.



Freddy Hardest: You might be down there, but I'm up here.

When you approach a volcano, get as close as possible so you can shoot the antoids on the other side before they take off. When you get across, move away quickly or you'll get an antoid in the head. If you think you're going to go over the edge of a platform, pressing Left will stop you moving horizontally. Getting past the ant-hills is harder. If the antoids are being fired your way, get as close as you can and shoot the ants as they appear, taking care to watch behind you. As soon as the area is clear, walk forward, jump and hold the Jump button. Don't worry about the uniformed antoid. If the ant-hill is firing away from you, walk up so you are level with it and shoot the antoids as they walk away. Again, watch out behind you and, as soon as the coast is clear, run, turn, shoot, run, turn, shoot etc, shooting the ants and they appear behind you. At the end of Level One you'll jump down the manhole and be given an access code. (It's 897653, to save you jotting it down.)

LEVEL TWO

The Micro-Sounders can be disposed of with an attacking kick or punch. The Gabarda robots can be shot or kicked. The inhabitants aren't worth bothering about. Give them a punch as you go but otherwise forget about them as they're slower than you and not deadly. If a Micro-Sounder is approaching at the same time as an inhabitant, firing your laser at this will delay the inhabitant and allow the Micro-Sounder to pass overhead. If you're at a computer console and a baddie is coming your way the only thing you can do is duck. This will

allow you to move freely and dispose of whatever is causing the trouble. Once you have the Captain's Code, Hyperspace on and fuel enough for one ship, make your way down to Level Four of the station. (Each level is split so there are in fact eight levels.) Once you've found your ship, get to the gap in the rail and jump. If everything's okay you'll be given a multiple choice for the Captain's Code. Get this right and off you go.

GAME OVER OCEAN

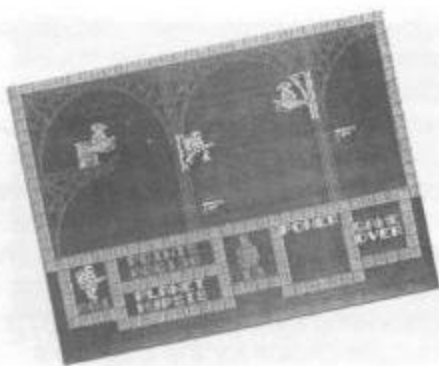
YS SEPTEMBER 1987 – 9/10

If you're wrinkly enough to have been around in 1987 when this one first appeared you can't have failed to see the ads for it – fleshy bits everywhere. To emphasise the point (ahem), YS gave away a giant poster-sized version of it (the unexpurgated version, of course). But enough of that. Let's take a look at the game. Yikes. Its distinguishing feature is the fact that it's practically impossible to get anywhere in. It really is blooming difficult. Which isn't to say that it's no good. The graphics, for a start, are colourful, detailed and only slightly crap. They couldn't be described as slick though. And the bloke you control (it's a flip-screen walk-around-shooting-things job in case you were wondering) is neatly animated and a versatile little fella. It's also got giant end-of-level baddies, which were something of a rarity all those years ago. So what we've got is a good-looking but sadly unplayable shooter for which Father Time has done no favours.

★★★



Game Over: Have we not met somewhere before? I don't think so. Oh.



Game Over: Hold still – I'm trying to kill you.

Some general tips could be useful, but don't hold out too much hope. Jump to the far side of barrels, in case when you zap them they turn out to be mines, or jump on top of them so you can shoot the laser turrets. If you find your passage blocked by a mine you ought to be more careful where you sit. Either that, or shoot other things in the room until you're about to run out of energy and then sacrifice your bloke by walking over it. Then it won't be there on your next life. When you get to the giant Orko, make sure you have shields. Run through him whilst firing and lobbing grenades and you should get past. This also works with robots.

As the chances of getting through Level One are pretty remote, here's the code for Level Two – 35861. Actually that's a lie. It's 18024. Oh, and the code to part two of Army Moves, which is much the same sort of thing, is 27351. And, while we're at it, the code to part two of Game Over II is 18757. Hmm.

GARFIELD THE EDGE

YS MARCH 1988 – 7/10

Garfield's not exactly at the height of fashion these days (only the most unstyle-conscious Cortina driver would stick one in his window these days), but he seemed pretty trendy when The Edge did the game of the cartoon of the birthday card of the slippers of the etc. And they made a pretty good job of it too. The graphics are absolutely excellent, capturing the various bits of the cartoon perfectly (including Garfield's cheesy grin).

They're in black and white, brilliantly animated and are really what make the game. The rest of it (a straight arcade adventure) is okay, but a bit too slow-moving to really make an impression. And once you've solved it, well, that's it really. Garfield fans (at least, those who are prepared to 'come out of the closet') will absolutely lap it up (geddit?), but the rest of us, erm, probably won't.

★★★

Being an arcade adventure, Garfield is just crying out for a complete solution. Good heavens! Here it is...

Firstly, remember to drink Jon's coffee to prevent yourself from nodding off. Go down to the cellar, stand right on the left edge of the trunk and kick it. Having done this, pick up the key and run out of the cellar pronto. Drop the key in the fridge room and wander to the room outside with the spade. Get the spade, take it to the hardware store and press Up and Fire. The shopkeeper will drop a \$10 bill. Take this to the health store and drop it. You'll get some breadcrumbs. Go back to the house and pick up the rubber bone. Put it beside the bouncy wall. Wait until Odie touches the bone and the wall will open. Get the key and go through the now-open wall. Drop the key in the park and trot back. Get the breadcrumbs and drop them in the park too. When you do this a bird will fly past, so pick up the key quickly and jump onto the bird. Press Fire/Jump into the room that you land in and walk to the other wall. You'll get a big slobbery kiss from Arlene, and there you are.

And, would you believe, there's a cheat mode! On the menu screen, press Caps Shift, 0, O, K, M, 1, Q, A and Z down together. Start the game and you'll be able to teleport from one screen to another by pressing Caps Shift and Y, plus a couple of numbers from 1 to 5, or just Caps Shift and one number from 1 to 5.

GAUNTLET US GOLD

YS FEBRUARY 1987 – 9/10

Probably about the first four-player game on the Speccy (except you can

only actually have two), Gauntlet is an excellent conversion of the smash hit really-actually-good arcade game. It features Questor, Thor, Merlin and the aptly-named Thyra and 'happens' in a series of huge mazes, packed out with horrible monsters, potions, treasure, teleporters and all manner of nasty slimy things. If played properly, with one of your best chums, a single game can go on for hours as you slowly get through level after level (they multiloop in, of course). It's one of those games that you've just got to have. Don't be fooled by any of the many pale imitations – this is the real thing! An all-time Super Corker.

★★★★★

Before you dash into a room full of baddies, stand outside and pick off as many as you can first. Go for the generators as soon as possible,



Garfield: Hurry up and take that flipping photo, will you?

otherwise you'll be there all day. Dodge Death whenever you can, otherwise use a potion on him. When 'doing it' with two players, select Thor and Merlin. Let Merlin take all the potions, apart from extra magic which Thor should have. In a one-player game choose Thor.

Food is marked XXX and poison is marked OXO (or is it the other way round?), so be careful. If your score gets to the top of the table you'll get a 1,000,000 bonus.

And there's a cheat too – press the Shift Shift key and you'll be able to walk through walls.

GEMINI WING VIRGIN MASTERTRONIC

YS SEPTEMBER 1989 – 43°

This one looks as if it might be a really useful little scrolling shoot-'em-

up. But it's not. It's crap. The plot is some strange thing about aliens getting really annoyed about the way they are being portrayed in the newspapers, and deciding to invade the Earth. So they do. But rather than send the entire planet's defences up against them, what does the Earth decide to do? Use the Gemini Wing fighter. And how many of them? Ten squadrons? Twenty squadrons? No. One. One fighter, that is. The result is a very ordinary vertical scroller with all the usual alien formations and add-on weapons (but these are pretty useless). The real problems are with the graphics. They're so bad that it gets practically impossible to tell what's going on at times. The Gemini Wing thingie keeps getting lost in the background, and frustration leads to manic depression, relieved only through the services of the Reset button.

★★

Here are the passwords for the various levels...

Level Two EYEPLANT
Level Three WHATWALL



Gemini Wing: *Er, this is all a bit confusing. Why is everyone trying to kill me?*

Level Four GOODNITE
Level Five SKULLDUG
Level Six BIGMOUTH
Level Seven CREEPISH
Final
Message FINALFXS

GHOSTBUSTERS II ACTIVISION

YS JANUARY 1990 - 62°

Right. We all know about the original Ghostbusters game. It was a bit on the ropey side, but sold in massive numbers, mainly because the film

was so (inexplicably) popular. Ghostbusters II (the game) is rather different. It's still crap, mind, but in a very different way. While Ghosties I was graphically pretty grim but partially made up for it in the playability dept, the sequel is the other way round. It's... wait for it... a multiloading multi-parter, and perhaps that's where the probs start. In Part One you've got to collect bits of a slime scoop from a manhole thingie while dangling on the end of a rope and avoiding ghosts. Nice graphics, but hmm... Part Two, and you're inside the Statue of Liberty shooting ghosts with fireballs. And the other bit? Um... So, all in all, an attractive-looking but rather content-free licence. Further unnecessary hassle is created by a very shoddy multiloading system that leaves you fiddling with your tape deck more often than your joystick.

★★

LEVEL ONE Van Horne

It's important that you don't swing too far left or right, or you might get grabbed by the hands or the ghoulies. You will have to collect all three parts of the scoop. They are placed on ledges, so you will have to be careful when collecting them. If your courage is waning you'll need to collect the bottles of elixir - they look like skittles. Also hanging on the sides are extra ammunition for the proton beam, bombs and shields. Proton beam top-ups look like Coke cans.

A major problem at first are the ghosts that attempt to saw through the cable, so you must use either a proton bomb fired upwards or fire the proton beam upwards.

When you eventually reach the bottom of the pit, activate a bomb and the shield. You need the shield because the scoop will not automatically take up slime, therefore your shield protects your botty from the hands that reach upwards.

LEVEL TWO Broadway

When you start this level, always move your fireball to the middle of the screen, as later on waves will split up and move for the head and foot of the statue. You should always keep an

eye on the men collecting slime, as whenever the statue is hit the slime goes down. The same thing happens when your fireball is regenerated. A useful tip is if your fireball energy is very low, finish it off and top it up with a new one so when the next wave arrives you'll have a full fireball.

When you eventually reach the end of this level you'll be faced by four large guardians, so it's important to keep firing and intercepting the guardians' shots with your fireball. When destroyed, you'll be prompted to load up the final level.

LEVEL THREE The Museum

Pay attention to what it says on the loading screen to this level - that anybody will do for Vigo, not necessarily baby Oscar.

The level starts when you abseil your four ghostbusters into the museum, and although you have to lower them gently it's best for you to kill Winston, the reasons for which will be explained later. When all the ghostbusters have entered the museum you must take one of them to the screen on the right. In this screen is an altar containing baby Oscar. Walk up to the altar and press Fire to pick him up and then transfer him to the dead Winston so he is no longer in any danger.

With baby Oscar out of the way you can destroy Jonosz simply by firing at him with the proton beams or the proton gun. Vigo will then come out of the picture, and so to destroy him you must select Peter and Egon because they will both have proton beams. Position either of them in front of Vigo and fire the beams - this will stun him. While you're doing this, select the other, move him to one side of Vigo and fire. Vigo will now be trapped in the beams and his energy will go down rapidly until he is destroyed. (Important - you must use proton beams for this 'cos the guns Ray and Winston use will have little effect.)

However, it's not over yet. Remember on the loading screen how it said 'anybody will do'? Vigo will now come back as the dead ghostbuster and may kill the others. To finally destroy Vigo you'll have to

force him back into the picture. To do this, remember that he'll follow any ghostbuster who attacks him, so you must use a proton beam again. The proton guns used by Ray and Winston will only stun him on the spot.

To finally complete the game you must stand in between the picture and the altar and lure him to you. Do not move. When he's standing directly in front of you, fire your proton beam. The beam will push him backwards onto the picture and his energy will go down until you're told how he turns to slime.

NB It doesn't matter if your characters with the proton packs are dead. Simply go to the weapon selection screen and swap them to the live characters.

GHOULS AND GHOSTS US GOLD

YS DECEMBER 1989 - 91°

Sounds a bit like *Ghosts 'n' Goblins*, eh? Looks a bit like it too, in fact. Both games feature a little knight chap (called Arthur) who dashes about all over the place throwing knives/spears/whatever he can get his hands on at people. Most of the time he looks a bit exposed (if you'll pardon the expression) wearing only his underpants. But if you're careful, and look after it properly, his magic armour covers up most things. The games go for a tasteful monochrome look, which means smooth, detailed but, erm, monochrome sprites set against a smoothly scrolling, attractive but, again, monochrome background. These similarities aren't entirely surprising, as *G & G* is actually the sequel to *G & G* (or is it the other



Ghouls and Ghosts: Crikey! Those are some of the biggest ghoulies I've ever seen!

way round?). And the differences? Well, this is a lot newer (*Ghosts 'n' Goblins* came out ages and ages ago) and a lot harder too. The original was never the easiest game around, but this is enough to make you tear your eyebrows out in frustration. It's also got some huge great big sprites, as is the trend these days, and is generally a bit better all-round. A tricky but challenging little scroller.

★★★★★

Apart from a good stiff drink (a Vimto or something), tips are the thing that'll come in most handy. So here's a guide to some of the yucky baddies you'll bump into (or not, hopefully)...

Grim Reaper (Levels One & Four) These are easy - one hit and they're dead.

Vultures (Level One) Go underneath them and fire up.

Imps (Level One) Shoot them before they turn into a tornado.

Skull Plants (Level One) Shoot them before they start firing skulls at you.

Headless Giant (Level One Guardian) Jump his bullets and shoot his head to kill him.

Trident Man (Levels One & Five) Don't run from him 'cos he's fast. Face him and keep firing.

Bouncing Stone (Level Two) Run under them when they bounce.

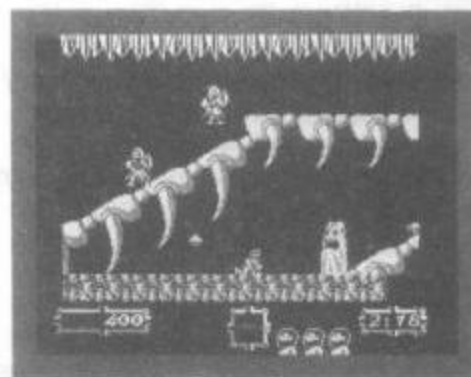
Lava Flies (Level Two) No problem. Destroy or dodge them.

Flying Demon (Levels Two & Five) Before he swoops down, jump up and keep firing.

Venus Fly Trap (Level Two) Shoot it before it fires at you.

Deadly Bird (Levels Two, Three, Four and Five) One shot to kill.

Fire Dog (Level Two Guardian) Keep shooting it when it runs towards



Ghouls And Ghosts: Trick or treat!

you, and when it's in the air duck under it and shoot its behind.

Flying Cow Heads (Level Three & Five) Just dodge their bombs and jump up to shoot them.

Whirly Head (Level Three) As soon as this comes into sight, stop, wait for two to three minutes and it'll go away!

Cloudy Eyeball (Level Three Guardian) This one's quite easy. Just keep dodging and shooting him when you can.

Firing Hand (Level Four) Shoot them before they fire balls at you.

Slug (Level Four) This appears out of thin air, so shoot it while it flashes.

Firing Stone (Level Four) Shoot his head to kill him.

Stone Knight (Level Three) Go under him and keep jumping up and firing until he disappears.

Giant Sea Monster Carcus (Level Four Guardian) Go across into the middle of his body and all the maggots holes will appear. Shoot the holes and all the maggots you can.

Firing Skulls (Level Five) You can't kill these - just dodge their bullets.

Moving Heads (Level Five) Jump and duck their bullets. When you've killed them a door opens.

Big Strong Man (Level Five) Duck the bullets that the head he holds fires and keep firing.

THE GREAT ESCAPE OCEAN

YS OCTOBER 1986 – 9/10

Achtung! (Etc.) We're in wartime Germany, Colditz to be precise, and, belonging to the other side, the logical thing to do would seem to be to escape. But how? And where to? There are guards, barbed wire and dogs everywhere (nearly), so a simple 'hop over the wall and take a leisurely stroll over to the lines' plan would be pretty unworkable. No, it's going to have to be an arcade adventure-style escape, probably featuring finely-detailed 3D graphics. It would probably scroll rather nicely, but be a bit on the black-and-white side.

And it would probably be one of those 'timeless classic' escapes that people would want to play for years to come. Probably.

★★★★★

Sssh! Okay, here's the plan...

Clothes Using these disguises you as a German soldier. You can go into places where you wouldn't normally be allowed.

Dogs Kill them by collecting food and poison. Use the poison on the food, and then drop it in front of the dog. It'll eat it and, er, die.

Red Cross Parcels There's a new parcel every day. Pick it up and use it and then pick up the item inside. Go and put this in the tunnel. If you're being followed, jump down the tunnel to shake them off.

Sleep You'll need lots. And food. This will increase your morale, as will finding items.

Escaping This needs to be organised. Put all the items you need in the tunnel. You should have clothes, a passport, wirecutters, a spade and a torch.

Put these down the entrance in the exercise area. First poison the dogs, 'cos they might raise the alarm. Steer clear of the spotlights. Hide in the tunnel until dark, change your clothes, carry the wirecutters and the passport.

Once you've cut the wire, drop the wirecutters and walk away. You should be able to escape to freedom.

GRYZOR OCEAN

YS MARCH 1988 – 9/10

If there was ever a game that summed up 1988 perfectly, it's... um, er, um, oh yes... *Gryzor*. It's one of an apparently huge (but probably tiny) flood of multi-part multiloading arcade conversions that streamed out during that year, but it stands out from the rest of them by actually being quite good. Let's go through the stages, shall we? First one – run along a scrolling thingamy and shoot lots of people. Second one – run down a series of corridors and shoot lots of people. Third one – climb up a cliff face and shoot lots of people. Er, the one after that – shoot some bits and pieces. Last one – run along, shoot lots of people and kill the alien at the end. It's not in the least bit original, but it's very playable indeed and a triff rendition of the coin-op with only slightly crummy graphics and some superb music and effects.

★★★★★

There's a rather cunning cheat/bug, if you know how to activate it. But we're not telling you. (Oh, all right then...)

1 Load Level One and complete it. (No problem.)

2 Load Level Two, but deliberately lose all your lives. (That's your excuse, anyway.)

3 After the Game Over message, choose the Restart option.

4 Rewind to the start of the tape and load.

5 Play to the Load Error message, but ignore it.

6 You'll start the game with 55 lives. When you lose them all it'll give you 99!

GUNSHIP MICROPROSE

YS JANUARY 1988 – 9/10

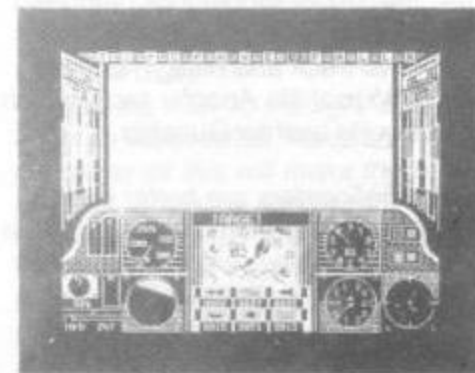
While the Speccy's attracted plenty of flight sims in its time, helicopter sims for our rubbery buddy are a bit thin on the ground (or in the air for that matter – ho ho). In fact, there are only about two – the aging *Tomahawk*, from Digital Integration, and this one. And *Gunship* is by far the better in most respects. As well as being a full-scale AH-64 Apache sim, with the full range

of controls, heaps of weapons and all the trimmings, it's also got a large strategy element with lots of missions and things to go on. And on top of all that it's also got corkendous solid(ish) 3D graphics with plenty of scenery to fly over/take out. The only trouble is that it's not quite 'right-on' ideologically – you spend the whole time beating up Reds, who are now our chums again, of course. Apart from that, though, *Gunship*'s got it all (including an enormous manual) and might even hold its own (titter) against the latest crop of flight sims which we're about to be submerged under. We'll just have to wait and see, eh?

★★★★★

• *Keep your altitude down to below 80 feet virtually all the time and fly round hills rather than over them.*

• *If you spend more than about 15 seconds above 100 feet in Western Europe, you'll get clobbered good and proper (and it'll serve you right*



Gunship: What a lovely day. Shame we have to keep killing people.

too).

• *You can climb occasionally to 150-200 feet to get a look round by flying one complete circle. Ignore all TADS 'target' prompts and drop back to 70 feet. On your map will be all the targets TADS spotted when flying the circle, so you can plan your attack.*

• *When attacking known targets with cannons, point the helicopter towards the nearest target using your map and compass (because the compass is more accurate than the helicopter sprite on the map). Charge in at 70 feet, lock the TADS box onto the target and line up your crosshair on the TADS box. Go to level bank and dive to 20 feet. You will lose your*

TADS lock but the helicopter will be pointing at the target. The TADS will re-lock in a few seconds at about 0.4-0.5 km range. Open fire at 0.3-0.4 km and they'll be eating 30mm HEDP for lunch. The cannon will destroy anything (including bunkers) at 0.3 km.

- Hellfires are best used whenever the opportunity presents itself. Destroy SAMs first, then other vehicles. You should be able to fire three or four off from 100 feet before they see you. It's important not to lose sight of the target before the Hellfire hits, but you can be turning to engage the next target while the missile is in flight whilst guiding it through the side view. It's also possible to 'ripple fire' two or three Hellfires at targets which are close together at about 1.2 km range.

- Fire missiles at the same target with a two or three second spacing between them. When the first missile hits, the TADS should lock onto the adjacent target in time for the next missile to track and hit it. This is a standard real-life Apache tactic which works quite well for Gunship.

- Hind helicopters are better dealt with by sending them an AIM-9L, free of charge, at long range. If you've no sidewinders left then you'll have to cannon them. Charge head-on with your cannon armed, and as soon as the range drops to 0.5 km, open fire and keep blasting until it disappears. The Hind won't explode, it will just disappear. But don't let it get any nearer than 0.5 km or you'll take a clattering – three damaging hits is standard value for money here. Sometimes you can scare a Hind off using the head-on method, but watch your threat display as he'll be back.

- Generally, the 'search and destroy' type missions are the most dangerous, as there will be lots of SAMs backed up by masses of heavy flak, bags of cucumbers, stacks of lettuce and lashings of ginger beer. It's best to sneak up on these guys slowly at 15-20 feet and clout them with your cannon at 0.3 km. If you find the situation getting out of hand

(and enemies in previously hidden positions are firing at you by surprise), then pile on the collective, pitch down and fly a jinking course away at 10 feet and 170 knots. You can then come back in slowly again under your own terms, knowing where the hidden boys are this time. The helicopter is really frisky in the fast, low escape as the collective is so high, so be careful as one slip in a downward direction will be immediately fatal. You must be a top-class, slightly crazed pilot to perform this trick properly.

- Finally, if your ECM detects an incoming heat-seeking missile, hit both your jammer and your flare dispenser, turn, dive and accelerate away 20 feet. That should shake off any missile. If you're being chased by a radar-homing missile, it serves you right and you deserve to have your tail shot off, as you should never have let them see you for long enough to lock on and fire in the first place.

HAMMERFIST ACTIVISION

YS JUNE 1990 – 87°

Poor old Hammerfist and Metalisis, eh? They're in rather an unfortunate position. Exactly the same position, in fact, because they've become fused together into one person. Hammerfist by the way is a big bloke with a robotic arm and goodness knows what else, while Metalisis is more of a female sort of person (very athletic). At first this state of affairs was quite handy (no more having to search for the Ladies or the Gents – either would do) but eventually they got a bit fed up and decided to do something about it. As you can probably guess, 'doing something about it' means a multi-screen arcadey beat-'em-up thingy, outstanding features of which are excellent graphics and the ability to flip between characters at will to use Hammerfist's macho abilities or Metalisis's leaping skills. The result is a super-corker of a game which only missed being a Megagame by... that much!

★★★★

How would you like a complete, step-by-step guide to completing the

game? You would? Wonderful. Here you go then...

LEVEL ONE

- Start as Hammerfist. Headbutt the screen to the far right and shoot the circle things above the starting cabinets. When the security systems are breached, exit to the right.

- Go to the far right and destroy the console. Change to Metalisis and do a large flic-flac up onto the high ledge. Smash the console up there and then flic-flac back down and change to Hammerfist. When the security systems are breached, go through the grill that opens.

- Go left and destroy that eye. Shoot the thing that hangs to the right and then keep shooting the mount until it no longer moves. Walk until you're under the other hanging bit and shoot up to destroy it. Change to Metalisis and flic-flac onto the mound. Change to Hammerfist and shoot the last hanging bit. Change to Metalisis and flic-flac to the ledge in the middle of the room, and then onto the top ledge. Kick the door to the right and then go through.

- Change to Hammerfist. Smash the console to the right. When all the systems are breached you have two options. If you change to Metalisis and flic-flac to the top door you can go in and get more piston fist by destroying the robots. To continue, go to the right and smash down the door.

- Smash the bubbles as Hammerfist. The large bubbles give you lasers and the small ones give you more energy. When the systems are breached smash down the door to the right. The flashing thing on the wall is a recharge point. To get out, headbutt the grille and go through it.

- Hammerfist makes the pistons go down and Metalisis makes them go up. When you are level with a door, hit it and it will open – either character can do this. The objects will deposit skulls unless you shoot them, in which case you get other icons. Exit to the bottom right.

- Kill the robots that attack you to get more lasers. The boxes must be destroyed in the order bottom, top, bottom, top. If you destroy the fifth crate, bubbles will come through the

hole in the wall. The crates that come along will fall to the ground if you shoot them. If you leave them they'll leave skulls. If you shoot them again they'll produce useful icons. To leave, headbutt the door behind the boxes and go through it.

- Smash the door to the left and keep shooting the robots. When security is breached, smash the door to the far left.

LEVEL TWO

- Fall down and destroy the boxes, top first. The thing on the wall is a recharge point. The things that fall down leave lasers when you shoot them. Knock the train back into the next screen. Exit to the left.

- Destroy the train. This is quite easy to do using flic-flacs or lasers. When you've done that, get the icons and change to Metalisis. Flic-flac onto the white box and then onto the ledge above it. Change to Hammerfist and destroy the console. Go left and destroy that console before going back to the right. Drop down, destroy the boxes and go left.

- Destroy all the boxes. The pile has to be destroyed in the order top, bottom, top, bottom. When you've done that, stand just next to the door and fire up until the spark stops. Headbutt the door and go through.

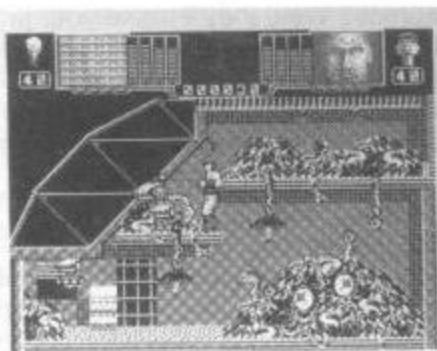
- Smash down the door and go to the right.

- If you let the cannisters fall down they'll leave skull icons, so shoot them to get lasers. To destroy the stump, shoot it many times with lasers. Exit to the right.

- Change to Metalisis and flic-flac until you're on the highest ledge. Change to Hammerfist, stand on the far left of the highest ledge and face right. Shoot up until the top of the stump is destroyed. After this, keep shooting the stump until it goes, and then go right.

- Change to Metalisis and flic-flac up onto the ledge. Change to Hammerfist and shoot the barrier until it goes. Change to Metalisis and flic-flac up onto the next screen.

- Flic-flac onto the ledge and change to Hammerfist. Shoot right to destroy the claw. When that is destroyed shoot down to destroy another claw.



Hammerfist: And just wook at aw this luvwee compost. It weewy is maaarviewous!

Shoot the mouth and then the tentacle on top. To kill the creature, shoot its eye.

LEVEL THREE

- Change to Hammerfist. Position yourself under the rock that is hanging over the floor. Shoot up until two parts of the rock are destroyed. Then shoot to the right until all the rock has gone. Change to Metalisis, flic-flac onto the ledge and exit to the right.

- Change to Hammerfist and destroy the growths in the order of height. Change to Metalisis and flic-flac all the way to the top of the screen. Headbutt the door and go through.

- Kill all the people that come from the left. The squiggly lines that fall leave lasers even if you don't shoot them, and always fall from above you. Flic-flac to where the lamp is and change to Hammerfist. Destroy the rock to the right and then go down and right to exit. Don't go onto the grey patch at the bottom as you'll fall through into the previous screen.

- Shoot the white mouth and then step forward and shoot up to destroy the next part. Step back and shoot up. When that part has gone, step as far back as possible and shoot up. Change to Metalisis and flic-flac up to the next head. Change to Hammerfist and destroy the head, and then change back to Metalisis and flic-flac into the next screen.

- Change to Hammerfist. If you shoot the small rocks you get lasers and the big rocks give you a lot of bonus energy. Shoot up to destroy the first lump of rock, step back a step and shoot up to destroy the next rock. Go

down and keep firing right until the two rocks are destroyed, and then fire down to clear the screen and go to the right to exit.

- The bottom light is a recharge point while the top light will open a door if it's headbutted.

- Change to Metalisis and stand on the piston. Destroy the screen and change to Hammerfist. Stand on the right piston and go down, and then go left and down. Smash the screen and shoot the wall until there is a hole in it. Walk onto the far right and stand on the piston. Change to Metalisis. You must now destroy some sparks. To do this you must go up, change to Hammerfist and shoot the spark. When you go down, change to Metalisis to go up and then change to Hammerfist and shoot the spark again. When you've destroyed this spark, go down and onto the piston to the left and destroy the spark above in the same way. Go down and destroy the last spark to the right. Carry on going up as Metalisis.

LEVEL FOUR

- Break the door to the right using the laser as Hammerfist. Keep changing character as this will make the tank go back. Advance and keep changing. Change to Metalisis and flic-flac onto the top of the cabinet. Let the tank drive into the cabinet and then flic-flac down onto the floor. Change to Hammerfist.

- Shoot the barrier with the laser. If you shoot the bullets you'll get lasers. Go off to the right of the screen.

- Shoot all the lights on the screen, destroy all the boxes and generally kill everything you see. When you get to the far right, change to Metalisis and stand still as you rise. Keep flic-flacing to the left over the platforms. This will take some practice to do properly, so be patient.

- The flashy thing on the wall is a recharge point. Shoot the two lights on the ceiling and a hole will appear in the ceiling. Flic-flac on top of the box under the hole, stand on the far right of the box and face left. Do a large flic-flac to the top of the screen. Turn to the right and change to Hammerfist. Shoot up until the bottom of the gun stops flashing and then

keep shooting right until the bottom of the gun is destroyed. Change to *Metasis* and do a large flic-flac onto the opposite ledge. Exit right.

• This screen is a bit of a problem. If you smash all the screens and put down the security systems there's still no way out! Well, there is a hole in the ceiling, but if you try to flic-flac through this to the left you'll find you can't. To the right, and the game crashes. This means that you can't finish the game. Or maybe you can. If you know how, write and tell us!

GENERAL TIPS

- To destroy security systems, shoot lots of people and headbutt screens.
- The recharge points will restore energy – face and headbutt them. Do not headbutt for long 'cos too much energy will kill you.
- Remember which screens contain which icons, as you can go back for more weapons.

ICON GUIDE

- Skulls** Lose energy if picked up, Master loses energy if left.
- B** Both characters gain energy if picked up, Master gains energy if left.
- E** Character in use gains energy if picked up, Master gains energy if left.
- P** Gain piston fist if picked up, Master gains energy if left.
- L** Gain laser if picked up, Master gains if left.

HEAD OVER HEELS

OCEAN

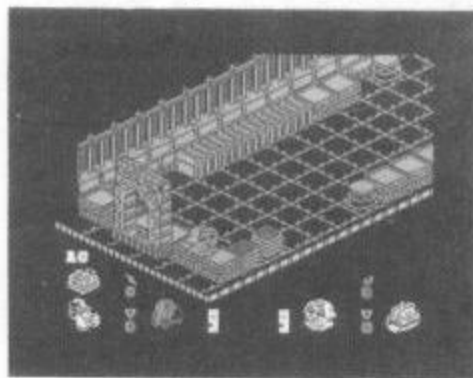
YS JUNE 1987 – 9/10

You must have heard of this one. Surely. Sigh. Right, well it's an isometric 3D job and it's totally brilliant. Okay? You're in control of two separate characters (for a change) who can be swapped between at the press of a button. There's Head, who can jump for miles and fire doughnuts, and Heels who has a fair turn of speed when it comes to legwork and is handy for humping things around the screen. If necessary they can join forces (with Head on top, would you believe) and their abilities are combined. This makes for some pretty cunning puzzles, as does the fact that there are absolutely loads of screens. The

graphics? Well, they'll make your jaw hit the floor at a pretty high velocity, they really will. It's enormously, overwhelmingly unputdownable and an absolute, no-doubt-about-it 'must' for everybody. And that means you.

★★★★★

Not a lot of people know this, but you don't have to go to the market to join Head and Heels together. Just flip to Heels when you start and get the bag. Then come back to the start and bring Head in. Position Head in the opposite direction to the teleporting thingy (face the wall), stay in Head Mode and press Swap and Jump at the same time. Heels should jump as high as Head. Keep doing that and Heels should get over that barrier.



Head Over Heels: Fetching sticks is so much easier.

HEAVY ON THE MAGICK

YS JULY 1986 – 9/10

This time you're a little chap called Axil with stumpy legs and an enormous cloak. This wouldn't be so bad, but unfortunately you've been thrown into a dungeon. Naturally you're quite keen to escape, so it's probably just as well that you're a bit of a dab hand at Magick (with a 'k'). This is a brilliant game, it really is. Far better than practically any other game ever, in fact. It's a cross between an adventure game (stop yawning), an arcade game, a beat-'em-up (sort of) and a role-playing game, and it really is excellent. Your orders to Axil are typed in at the bottom of the screen, and his responses can be seen in huge, animated and brilliantly drawn graphics in the top half of the screen. As well as walking about and moving

objects around, Axil can battle with the many monsters that are dotted about, ask for help from a large character called Apex and also cast spells. These can be used to kill baddies, invoke helpful demons and lots more. While all this is going on you've got to keep an eye on Axil's stamina, skill etc. Ingenious puzzles, awesome graphics – the game's got nearly as much depth than a pint of Murphys. A must. An absolute must.

★★★★★

Get Grimoire, E, N, N, E, E, E, "DOOR, SILENCE", N (You will now be granted the Magick grade of Zelator), S, W, W, W, N, E, BLAST, BLAST, BLAST (as many as it takes), N, NE, PICK UP NOUGAT, SE, S, S, SW, SE, BLAST, BLAST, BLAST (as many as it takes), PICK UP SCROLL, TRANSFUSION, TRANSFUSION, NW, NE, N, N, NW, SW, S, W, W, BLAST, BLAST, BLAST (or as many as it takes), PICK UP CLASP (this enables you to walk through the fire), E, S, S, E, E, E, PICK UP SCROLL, W, W, W, N, N, E, N, NE, SE, N, S, W, SW, SE, EXAMINE TABLE, PICK UP NUGGET, DROP NOUGAT (you can now destroy werewolves just by walking through them), NW, NE, W, N, SW, SW, E, S, S, NW, "DOOR, WOLF" (the door opens), N, NW, W, W, S, E, E, PICK UP GARLIC, PICK UP BAG, W, W, N, E, NE, SE, NE, SE, SW, E, NE, E, S, S, PICK UP LOAF, W, "DOOR, LUNACY" (the door opens), N, DROP CLASP, PICK UP KEY, SW, W, SW, S, S, NW, EXAMINE TABLE, DROP KEY (the door opens), N, W, EXAMINE TABLE, DROP BAG (the door opens), N, SW, SE, SW, E, EXAMINE CHEST, PICK UP SLAT, W, NE, W, N, N, PICK UP KEY, E, S, SE, NE, DROP SLAT, SW, N, N, NE, E, NE, S, E, N, N, W, SW, W, NE, NW, SW, NW, W, PICK UP KEY, E, SE, NW, SE, SW, E, NE, E, S, S, W, N, SW, W, SW, S, S, NE, EXAMINE TABLE, DROP KEY, SW, NW, N, W, RIGHT, PICK UP BAG, E, SE, NE, DROP NUGGET, DROP GARLIC, SE, E, RIGHT, DROP BAG, N, SE, S, S, E (the slat kills the cyclops), W, W, LEFT, DROP KEY (the door opens), N, SW, W, "DOOR, ELEVEN", N, DA DAA!

IMPOSSIBLE MISSION II EPYX

YS SEPTEMBER 1988 - 9/10

Now then, *Impossible Mission I* was a pretty popular game, especially on other computers, but it came out absolutely ages ago and looks a bit rosey these days, fun though it is. So to be any good *IM II* would have to improve on it quite substantially. And does it? Well, sort of. But let's take a look at 'what you've got to do' first. So what have you got to do? Well, you're Agent 4125 and your mission (the impossible one) is to get Elvin Atombender before he gets us. This has to be done by working your way through his 'complex'. Along the way you'll need to go into various rooms, solve a few puzzles (with lifts and platforms) and avoid the robot guards. And while you're doing this you're meant to be collecting bits of a tune that'll open Elvin's door. Let's hope he's in, eh? The graphics are, to be quite honest, very pink and dated-looking, but that doesn't matter too much as it's what's underneath that counts. And while the solving-lots-of-puzzles idea isn't exactly innovative it's certainly amusing for a while. A bit behind the times then, but no less enjoyable for it.

TOWER ONE

Go to terminal. Select time bomb and robot off. Jump gap and search safe. Leave room.

TOWER TWO

Fall down and search locker. Take lift up and search locker. Take lift down again and jump off about a third of the way down, avoiding the robot's laser bolt. Search object. Jump onto lift and jump left twice. Search plant. Go to terminal. Select time bomb and robot off. Jump left and then jump on lift. Take lift to middle level and search locker. Take lift to the top and search safe. Leave room.

TOWER THREE

Take lift to top. Search four chairs. Drop to lower level. Search machine and cupboard. Wait until lift is at the bottom. Just after the robots blast the lift passageway, take the lift up.

Before you reach the top jump right. Go to terminal. Select time bomb and robot off. Search safe. Take lift down. Jump left onto middle platform. Search two office chairs. Leave room.

TOWER FOUR

Enter from left entrance. Jump over gap and jump left again. Search tube. Jump right and search both tubes. Wait until robot is just about to turn away from you, then jump left twice. Search object. When robot is facing the other way, jump right and then left. Jump over gap to left. Search gadget. Fall to left. Go to terminal and select time bomb. Search safe. Fall to bottom level and search both plants. Leave room.

TOWER FIVE

Fall down and search machine. Jump right and search both machines, avoiding the mines. Jump left. Go to edge of platform and jump right. Move left a bit then jump right. Access terminal and select time bomb. Move left a bit and jump right three times. Jump left then move a little bit to the right. Jump left and search the sage. Jump left twice to leave.

TOWER SIX

Jump gap and then jump left. Search cupboard and jump right. Wait until the lift comes down before jumping onto it. Take lift to the top. Search three cupboards. Take other lift down. Go to terminal, select time bomb, lift reset and robot off. Jump left. Move to robot and then jump right. Fall down to safe. Search safe, leave room.

TOWER SEVEN

Search box and cupboards. Take lift down. Search box and cupboards, avoiding mines. Wait until lift comes down and then jump on it. Take lift up. Search box and cupboards. Wait until robot is near the safe and facing left before taking lift down. Go to terminal. Select robot off and time bomb. Search safe. Leave room.

TOWER EIGHT

Enter top left, jump robot and go to terminal. Select normal bomb. Wait until robot destroys itself. Search motorbike. Go to terminal. Select time

bomb and robot off. Fall right, then fall left. Search plant. Jump right and search gadget. Jump left and search gadget. Jump left and search gadget. Fall left and then jump left. Search gadget. Plant time bomb. Fall right and go to terminal. Select robot off. Jump right twice and search gadget. Leave room. Re-enter top left. Go to terminal. Select time bomb. Fall right and jump left. Fall left then jump left. Fall through hole. Search safe. Jump right. Go to terminal. Select robot off. Jump right twice. Leave room.

GENERAL HINTS

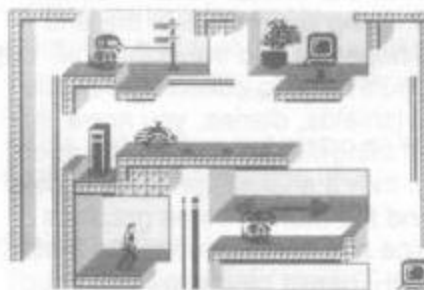
Robots Contact with these is fatal. Must be avoided, disabled or destroyed.

Mineboats They won't kill on contact, but their mines will.

Pestbots Harmless, but do mess up lifts.

Bashbots Will try to shove you off platforms or into walls. Use normal bombs instead of 'robot off' where possible.

- Search as many objects as possible.
- Check tape when leaving safe room.
- Always tape sections back to back.
- Tape over duplicate sections.
- Check tower codes after leaving each section.
- The tapes are as follows...
 - You will be the life of the party.
 - Don't give up!
 - She walks holes in the floor.
 - An old flame may return.
 - This is the time to devote to charities.
 - You radiate a special kind of excitement.
- Don't miss the tower safe. You can't go back once you've left the tower.
- And be careful of your time, as you only have a 30-minute lifespan in each tower.



Impossible Mission II: That chair looks a bit comfy. Look at all the knobbly bits on it.



Indiana Jones: *Ow. Ow. Ow. I'll tell you one thing, though - it's a good job I grow my hair long.*



Indiana Jones: *Ooh, you kinky thing.*

INDIANA JONES AND THE LAST CRUSADE **US GOLD**

YS SEPTEMBER 1989 - 92°

Whips might have a bit of a dodgy reputation these days, but to Indy they're a way of life. In this multi-part walk-about-a-bit and beat-'em-up arcade adventure his whip comes in pretty handy as you guide him through various scenes from the film (as in most of these film games). There are train bits, castle bits, Zeppelin bits and all sorts of other bits, making six in total. In the end you'll hopefully find the Holy Grail, but first you'll need to collect up various items (shields, diaries, you know the sort of thing). Graphics? Pretty good really. Indy's a large sprite, as sprites go, and the monochrome graphics are nice and atmospheric. Fun factor? It's brill! There's plenty to keep your mind occupied as Indy swings from ropes, leaps chasms, fends off rats and decodes hieroglyphics. Another

fab film licence which'll keep you coming back for more (or something).
★★★★

Hold down O, T and D on the title page. Then press Shift and a number to take you to that level.

INFILTRATOR **US GOLD**

YS JANUARY 1987 - 8/10

Although you may well have been informed differently, you're Johnny McGibbits, the pilot of a Gizmo DHX-1 Attack Chopper. And your mission in life? To fly around really. Having flown around (quite a lot), and avoided (or shot down) as many enemy helicopters as possible, you'll arrive at the enemy headquarters, where you've got to search it and hopefully blow it up too. The graphics and general presentation are, quite frankly, pretty tatty, but that often tended to be the case with these conversions of American games. Underneath, though, is quite an appealing little number, a cunning blend of flight sim, shoot-'em-up, strategy game and typing tutor (?).

★★★

Here are a few general hints for the flying section with which, to all intents and purposes, it's impossible to get anywhere with.

As fuel is pretty tight, don't attack or fight with other aircraft, and keep airspeed between 250-300 or the battery will overheat. Apply turbo as soon as possible, and turn it off when it begins to overheat, turning it on again as soon as it's cooled down.

Proceed in this way to the enemy HQ. Then set whisper mode, slow down to zero airspeed and descend to 100 feet, making sure you get the chopper level before you go any lower. Then drop down very slowly - just nudge the joystick. If you go too quickly you'll crash (obviously), but get it right and you're there.

It's decidedly handy to have a Who's Who of other chopper pilots, so...

ENEMY
BOOMER
ZIPPY

FRIEND
WHIPPLE
HAYMISH

RHAMBOW
SCUM
BUZZ
RATTIE
KOMIE
WEASLE

NAPPLES
GIZMO
SETH
GOMER
GEOFF
DWEEZIL

INTO THE EAGLE'S NEST **PANDORA**

YS MAY 1987 - 9/10

Sounds a bit like a dead rabbit simulator, eh? (You're its prey, and you're being carried... erm, maybe not.) But it's not. Actually, despite all the evidence to the contrary, World War II is in full swing and you've been sent in to sort out the enemy a bit. The action takes place in a large castle, the architectural style of which anticipates *Gauntlet* with astonishing accuracy. So it's maze time again, with all the keys, baddies to shoot, food and collectables that normally adorn such things. But, as *Gauntlet* clones go, this one's got rather a lot going for it. For a start it looks jolly attractive - very German castley. And it's also a bit less hectic than *Gauntlet*, with more thought and planning ahead needed. If it came out today *Eagle's Nest* would probably slip past unnoticed, but it's still piles of fun.

★★★★

Cheat? You? Surely not. But just in case, try typing the following into the high score table - DAS MAP for map mode, MAP OFF to turn it off again, DAS CHT for cheat mode/infinite lives, DAS NME for no enemies.

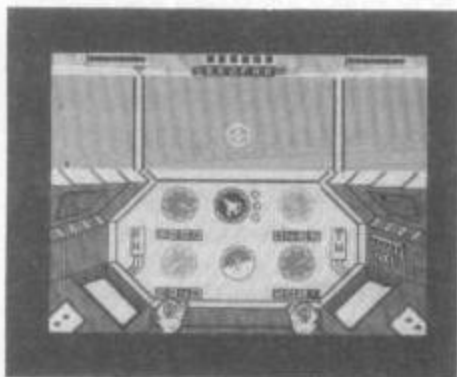
JACK THE NIPPER **GREMLIN**

YS SEPTEMBER 1986 - 9/10

The *Jack The Nipper*-type will probably strike a chord with everyone - either you were one, you've got one or you still are one. Whichever category you fall into, this game should relieve your frustrations with the minimum of damage to your surroundings. The whole object of it, you see, is to be naughty. Or, rather, to get Jack to be naughty. Jack is a sickeningly cute toddler in a romper suit whose favourite, indeed only, pastime is making other people's lives

a misery. So off he goes (in an arcade adventure sort of way) scaring cats, shooting peas at people, blowing things up, just about anything. Success means solving various puzzles to achieve each naughtiness, and that means a bit of brainwork. Failure means an increase in your 'nappy rash' – not very nice at all. Apart from a lack of colour, it looks brill, with big, clear sprites. It sounds good too – plenty of spot effects. Along with the sequel, *Jack The Nipper* is well worth a nosey.

★★★★★



Infiltrator: *Oh darn it. I've dropped the soap again.*

So what you've got to do is be as naughty as you possibly can. But how? This is how...

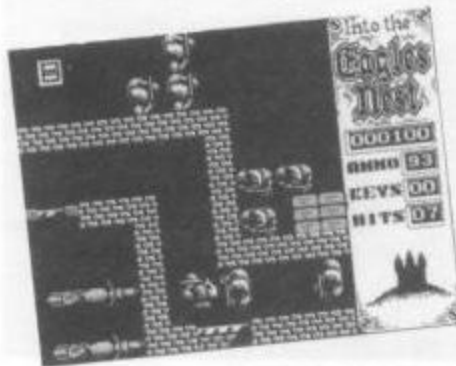
Start in the bedroom by jumping onto the chest of drawers, and from there onto the cot and then onto the shelf to get the peashooter. Then it's off to the police station where you'll find the battery. Go into the computer shop and wait until the shop keeper has gone into the left-hand corner. Now quickly walk past the mirror to make the computers explode and get out as fast as possible. Next go into the flower shop, climb onto the shelf on the right and pick up the weedkiller. Use this to kill the flowers in the garden, after shooting them for extra points. To the launderette next. Get the pot of glue from on top of the machine and take it to the false teeth factory. When the guard is at the far end jump onto the conveyor belt nearest the door and then leave as fast as poss. Now go to the cell in the police station. Get the weight and take it to the sock factory. Jump onto the end of the conveyor belt and then clear off and head for the bank. By

the right of the screen is a key. Take it into the bank, wait for the guard to move and drop it. Enter the safe, make it to the top of the screen and take the soap powder. Press Enter and go through the door. You'll find yourself on top of the wardrobe where you'll be able to get the credit card. Now go back to the bank and fetch the key. Take it to the museum and drop it. Go into the room with a horn on a shelf. Get it and leave it near the door. Go right and you'll be attacked by ghosts. Three rooms later you'll find a bomb which you should take and go through the door where you left the horn. Take the bomb to the police station, drop it in the cells and the prisoners will escape. You'll need to escape from the policemen at this point. Go and fetch the horn, creep up behind the cat and blow it. Result – one alarmed puss. Now go to the bank and drop the key. Get the floppy disk when the guards moves out of the way. Now go to the computer factory and jump onto the table containing one computer. Then fetch the soap powder and take it to the launderette. Jump onto the socks for a few more Naughty Points. Take the credit card to the bank and jump up at the cash dispenser to make it explode. Go and get the fertiliser from the graveyard and drop it on the remains of the flowers. Now wander along to the school, get the clay and take it to the room full of children. Finally take the potty from the school, take it to the china shop and smash it.

KARNOV ELECTRIC DREAMS

YS JUNE 1988 – 9/10

So who's Karnov, then? Actually he's a chubby fire-breathing chap with red



Into the Eagles Nest: *Can you spot the one who's different?*

trousers, and the star of this rather fab 4-way scrolling multiloader. The plot's a pretty limp affair – some gibberish about the Lost Treasure of Babylon – but no matter. This is quality stuff, distinguishing features of which are loads of colour (a bit of a rarity in this sort of thing), nine levels, all of which are very different, some highly imaginative adversaries and a choice of routes through each level. It has its down side too though. The presentation is very scrappy (the programmers haven't even taken the trouble to eliminate the Sinclair character set), sound is minimal and the dollops of colour do lead to the odd nasty clash. But the overall effect is that of a very tasty arcade conversion indeed. Karnov is extremely playable and the sort of game where it's possible to work out a way past each obstacle that you'll remember next time round and be able to get that little bit further. You'll need to as well, because with only five lives to last for all nine levels you won't want to take any chances.

★★★★★

If you're feeling a bit naughty, it's worth knowing that the old 'header' trick works for this one. When asked to load in Level One, wait for the header to go in (the short bit) and then fast-forward to the level you'd like to have a crack at. It should load straight in. And now, for more respectable gamers, here are some tips for the tricky bits...

LEVEL ONE

To kill the big fish at the end

- Plant your ladder at the end of the buildings just as the fish comes into view.
- Climb up to get a boomerang.
- Activate it, run at the fish until she moves towards you, fire at her and duck.
- This will kill her, but watch out for further shots before she dies.

LEVEL TWO

To kill the towers at the start

- Shoot them as quickly as possible. Double or triple firepower are better than any of the icon weapons.

- Don't scroll on any extra towers.
- Try to kill the head as soon as possible.
- If you get behind a head it won't fire at you.

To kill the Lion and Arabs

- If you're flying, drop bombs on them.
- If you're walking, wait until they come into view and duck and fire quickly. When you've shot the Lions the arabs will throw daggers at you, so be careful.

LEVEL THREE

To kill the birds at the start

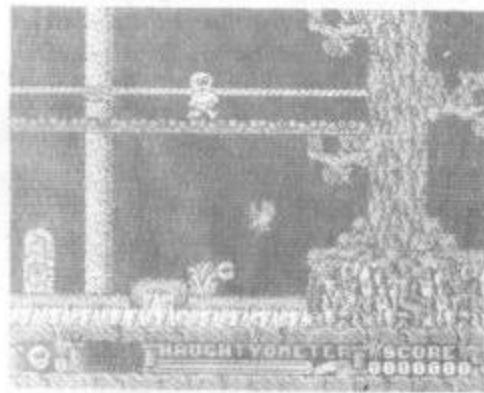
- Run underneath them firing and get to the tree.
- Run up the tree and keep firing.

To avoid the next birds

- Jump by the tree and an icon should appear ahead of you.
- Jump onto this icon, turn around and fall off the edge.
- Run left along this ledge.
- Jump off left here, go back to the start of the screen and kill the birds.

To kill the Mud Men on the ledges

Run underneath the bottom ledge,



Jack the Nipper: Har har. And you thought there were only seven deadly sins. (I make it 438 so far!)

wait a while, then jump and duck and shoot them quickly.

To kill the T-Rex

- Jump on the ledge before you get to him and you'll get a boomerang.
- Kill the birds when you jump off the ledge. There are plenty of power pills around here to help you.
- Activate your boomerang and fire at the T-Rex when you see it.

LEVEL FOUR

To get past the volcanoes

- You can bomb.
- They flash red just before exploding, so you can time them before jumping.
- You can always shoot the lava balls, so fire at them as they come towards you.
- Remember, practice makes perfect.

To kill the Jumping Jacks

- Shoot with double or triple firepower at the top of the stairs.
- Activate the Kart icon (you must have one by this stage).

To kill the Medusa

- Run quickly and drop a bomb under her.
- Using a boomerang or multifire can help.
- Shoot the Medusa and, when she starts to shoot back at you, just jump up and continue firing quickly.
- You can run through or jump over her spit if necessary.

LEVEL FIVE

To kill the underwater men with spears

- Try to outswim them.
- If this fails, swim up to the surface and fire.

To kill the clams

- Wait until they open and fire quickly.

LEVEL SIX

To get past the fish at the towers

- Try ignoring them and run up each ladder, but jump when you reach the top to avoid the last fish.
- Kill one at a time, and place a bomb at the base of the tower.

To kill the owls

- Keep firing at him and avoid his shots.
- Jump by figurehead to get a power pill/apple.
- Trigger the last Medusa, get the power pill and jump backwards to avoid the figurehead firing.
- Kill the last Medusa to finish the level.

LEVEL SEVEN

To kill the Hydra

- Activate the Hydra and go down the

steps as far as possible.

- You should be able to stand still without being shot, jump between the Hydra's bullets and kill him. A lot of shots are needed to do this.
- Watch out for the floor disappearing after you've shot the Hydra.
- You can also kill the Hydra by standing just to the right of the spinning floor, but you have to jump to miss one of its shots.

To kill the T-Rex

- Trigger the T-Rex, kill the bat and fire, trying to avoid the flames.
- Go to where the Hydra was and drop a bomb through the hole just before you drop through.
- Avoid the T-Rex flames and the bat.

To get past the Boulder

- Crouch on step to avoid being hit.

LEVEL EIGHT

To kill the stone figures firing at you

- Shoot their eyes while jumping or crouching and avoid the flames.

To kill the Ents (treestumps)

- Fire at them but watch out, 'cos they occasionally fire a streak across the floor.

LEVEL NINE

To get to the Wizard

- The way to the wizard looks sealed, but don't be fooled. A bomb in the right place or a closer inspection of the ground might be useful.

To kill the Wizard

- Forget using your icons – they'll all be taken off, leaving you with Singe Fire Power.
- Fire quickly at him when he's appearing.
- Remember, if you get killed just rewind the tape and go again.

KNIGHTMARE ACTIVISION

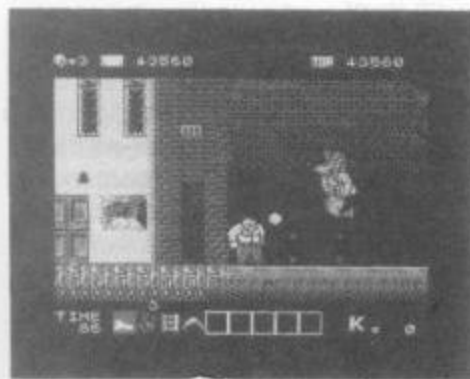
YS FEBRUARY 1988 – 7/10

You've probably seen the telly program. A bewildered-looking young person with a funny hat on wanders around a computer-generated 'place' while his/her (you can't tell because of

the hat) chums shout encouragement from behind the scenes. To be quite honest, it's crap. The game is along pretty much the same sort of lines, but without the shouting. You've got to give instructions to the little bloke on the screen as he trundles round the castle (or whatever it is) doing adventurey sorts of things. There are also beat-'em-up bits (in case you hadn't already guessed) which will tend to make puzzle-solvers frown a bit. All in all it's a bit of a dodgy blend of adventureyness and arcadeyness that just doesn't quite come off. Not totally awful though.

★★

Escape from the dungeon by giving the old gentleman food and water, and then ask him. He'll give you a spade. Go east and dig the ground, and then go south a few times until you meet the sentry. Kill the guards with bricks and nobble the sword. Go down to the lower bit and then to the outer sanctum. Solve the puzzle (easy peasy – it's all to do with the way the stripes face), then go south, nobble everything and get out. Drink the potion and then go full steam ahead to the skullery. Cast the caspar spell and then go south. Take the spade and go north, then west. Give the maiden a few nodules of gold and take her locket. Get the fat from the kitchen, go upstairs again to the courtyard bit and past the sentry. Go east, then up to the top. Dig here and get the pitch. Now scamper along to the king, go north and down the trapdoor. Go west and you'll find the dragon. Chuck the pitch, fat and the locket at him and that's it.



Karnov: *But he Karnov! Oh yes he can. And he did too.*

LASER SQUAD TARGET GAMES

YS NOVEMBER 1988 – 9/10

The population of Britain can be neatly divided into two groups: those who think that strategy games are the best thing since Wash 'n' Go shampoo, and those who really don't like them at all. Unfortunately for games like *Laser Squad*, the latter group is by far the larger. Which is a shame, because *Laser Squad* really is loads of fun. You're presented with a team of little characters who need to be armed and then sent on a series of missions. The game's superbly written, with simple but clear graphics, nifty scrolling and zappy sound effects that make it feel more like an arcade game than a boring (only kidding!) strategy game. There's lots to think about and, while it'll take an hour or two to get to grips with what it's all about, you're guaranteed to be hooked in no time.

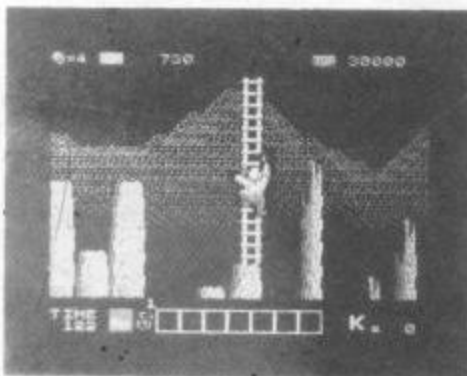
★★★★★

Here are a few general hints, tips, clues and things...

- The price of the weapons on each level doesn't vary, so you can calculate how many credits to spend on armour to have enough money left over to buy weapons.
- Don't go on a spending spree if you have money left. Carrying too much reduces the action points available to a man.
- Weapon choice, listed by cost:

Heavy Laser Powerful, with loads of ammo, but heavy and burdens its carrier, reducing action points.

Marsec Autogun Best all-round weapon.



Karnov: *'Scuse me, missus. I've come to clean yer windows.*

M4000 Autogun The best budget gun, but lacks the accuracy of the Marsec.

L50 Las-gun Not very powerful or accurate.

Sniper Rifle Lacks autofire, but is cheap, powerful and the most accurate.

Marsec Pistol Has autofire, but lacks any power.

Dagger Very good for close combat, if you can ever get it.

AP50 Grenade Good for blowing up operatives who are waiting on autofire round a corner. Get out of range before it blows, and remember to prime it before you throw it.

Rocket Launcher A luxury for the early levels. Power is awesome but it lacks ammunition and has a nasty habit of blowing up the user if he's too near the target.

- Take your time – you always have plenty of turns. Explore the area carefully and always leave you men on autofire.

- Use a couple of men to guard the rear of your squad.

- On higher levels always scavenge the dead operatives for weapons. They always seem to carry valuable ammunition.

The Assassins On the first skill level you can equip your men with rocket launchers and blow up the house (and Sterner Regnix) without even entering the building. On later levels, better progress can be made if you split your squad into two parts, one at each end, and explore the building carefully.

Rescue From The Mines Before you use the explosives, which you need to blow up the prison door, move the prisoner away from the door as he will be caught in the blast. When blowing the door remember to prime the explosive before dropping it, but make sure you allow enough time to get clear of the explosion. As previously mentioned, try to get the video key as this will allow you to ambush the enemy.

LAST NINJA II SYSTEM 3

YS SEPTEMBER 1988 – 9/10

There are loads of 3D games, piles of beat-'em-ups and heaps of arcade



Knightmare: *There's one thing they always forget in these dungeons. And I'm bursting.*

adventures. There are also lots of 3D arcade adventures, tonnes of arcade adventure beat-'em-ups and quite a few 3D beat-'em-ups. But, you've got to admit it – 3D arcade adventure beat-'em-ups are pretty thin on the ground. And, of the few that exist (it's probably just the one, actually), *Last Ninja II* is definitely the best. It's a huge six-parter, very ninjary, with absolutely spanking 3D graphics. They're beautifully drawn, they really are. And the adventure side of things hasn't been forgotten either – there are hundreds of complicated puzzles to solve (as you'll see from the solution below). It's one of the all-time classic Speccy games, that's for sure. (And, in case you were wondering, there never was a *Last Ninja I*. There was a bit of a cock-up, and it never appeared.)

★★★★★

A complete solution is definitely in order. So feast yer peepers on this...

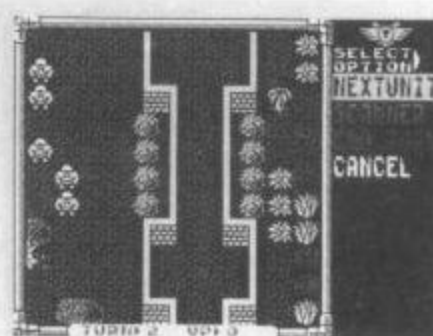
LEVEL ONE

Go behind the curtains and punch the box that flashed as you entered. Return to the first room and fall down the open trap door, which will put you in a room with a key in it. Pick this up and leave. In the next screen leave by the bottom of the screen. In the next screen there are some shurikens in a box. Pick them up. Go through the gap in the wall and into the next room, where you will see the knife juggler. Get past him and into the next room. Throw a shuriken at the man here and pick up the map. Then climb the wall bars and leave by the

left of screen. Next jump the gaps and pick up the pole, then jump back into the next room. Walk backwards into the wall bars and you will climb back down them. Leave and go past the juggler, and in the next room leave by the right-hand exit. Go through the gap in the wall and enter the next room. Throw a shuriken at the man and pick it up whilst in the women's toilets. Retrace steps to the hole in the wall and leave by the top exit. Go through the gap in the wall and into the next room. Throw a shuriken at the man and pick it up again in the women's toilets. Leave the room and pick up at the hot-dog stand. Leave by the top exit and you should be in the gate room. Go into the middle of the gate whilst holding the key, pick up, leave the room by going through the gate. Jump the river by using the boat (this needs practice) and leave. In the next room are some killer bees. Avoid these and go up the winding path. Get to the middle of the path and run and jump onto the island. Go to the bushes and poke the boat with the stick. It should move away. Then get onto the bottom edge of the island, and run and jump back onto the path. Now cross the river by using the boat. Leave the park to access the second load.

LEVEL TWO

Leave by the bottom exit and cross the road, although never cross when the lights are flashing. Cross the road again in the next screen and run along the street in the next and into the next one. Here pick a hamburger and go into the next screen where you pick up the bottle. Cross the road



Laser Squad: *And here's the ornamental goldfish pond. Yes, the neighbours are a bit noisy.*

and follow the pavement around until you reach a dead end. Here you will see an open door. Pick up when you are in the door. Now retrace to the Eats shop and cross the road. Follow the pavement round into the next screen, go around the corner and leave by the bottom exit. Pick up a hot dog and carry on running in the same direction – you should enter a room with a manhole cover in it. While you are holding the object from the open door, pick up when on the manhole cover, and fall down this to access Level Three.

LEVEL THREE

In the first room ignore the door and leave by the top exit. Go through the door into the next screen and stay close to the wall. Leave by the door. In this room pick up the key and leave by the door. In the next room stay on the paving stones nearest the door and run and jump the gap into the next room. Be careful in this room as the hole in the room you have to jump looks like a step upwards. Jump the hole in the next screen and fight the man. Follow the pathway round the outside into the next room. In this room you will see a grate – use the key on it and walk backwards down the hole. Walk into the nearest room and leave by the farthest exit, walk through the next screen and in the screen after that leave by the middle door. Don't use the doors here, follow the path around the side, when you reach the next set of doors use the door nearest the ladder. Run through the next screen into the alligator screen. To get past the alligator go to the right and the side of it and when it comes out dash behind it entering the fourth level.

LEVEL FOUR

Go through the boxes at the top of the screen and climb the ladder on the next, returning to the first room to pick up the credit card. Follow the catwalk around until you see gap. Enter this and pick up the chicken leg off the plate. Retrace your steps and go down this backwards. Leave by the top of this screen, and go around the corner in the next screen. This takes you to a screen with carts in it. To get

past these go right to the boxes and just run across the tracks. In the next screen go round the corner into the next, where you will have to jump the electric wires and walk into the next screen. Go around the corner and you should be in the room with pillars in it. Jump from one pillar to another until you are on the pillar opposite to the man. Move close to him until he moves into action and fight him. Once you have killed the enemy jump onto the rest of the pillars and on into the next screen. Go round the box in this room and into the next room which should be inside a building. Leave by the right hand side of the screen and you should see a panther in the corner. Hold the chicken leg and go to the panther. When he raises his head, pick up and he will start to chew. He will then get up and lunge at you. Just as he is about to lunge, move away. The panther should have moved forward and you can walk behind him into the next screen. Fight the woman here and hold the credit card. Go to the control panel on the wall and pick up – the lift should come down. Get in to it. Now load Level Five.

LEVEL FIVE

Leave the first room and enter the door in the next. In this room pick up at the computer terminal facing forward and you should be given a number. Leave and follow the corridor around until you come to the room with two doors. Enter the first door and pick up the shuriken off the table, leave and enter the second and while holding the number picked up at the computer terminal a door will open. Enter this and you will see a ladder in the next room – climb this and go through the door at the top. Go through the door in the next room and you should be in a room with a giant fan. This next bit is tricky. You have to position yourself right up close next to the fan so you're not being blown away, then move to the far left of the fan shaft and throw a shuriken. The fan will stop. Move to the grate, pick up and the grate will pull away. You will be on a ledge. Run and jump off the left-hand side of the screen onto another ledge, fight the man and then go round the corner into the next

screen. Fight the man here and climb the ladder. Avoid the man in the next room and leave by the top of the screen. You will now see a helicopter. Go to the very top corner of the building and move about a centimetre to the right. Face the helicopter and pick up. You should now take off with the helicopter and access the following level.

LEVEL SIX

Drop the helicopter onto the nearest pillar, then jump to the pillar which is on the slanting bit of the roof, walk left onto the walkway and onto the next screen. Fight the man here and walk backwards into the skylight – you will fall into the mansion. Do not use the door in the first room but walk into the second screen and use the door there, pick up the object from the wall and return to the first room, using the door. In this room you will see a hole in the wall and fall down into the kitchen. Doing it this way prevents you from setting off the alarm, which you would do if you went down the stairs. But if you do set the alarm off, go to the room next to the kitchen and pick up at the control panel in the bookcase (this will turn the alarm off). In the hallway at the bottom of the stairs look carefully behind the plant and you will find a door. Go through there, down the steps and pick up at the control panel in the wall. Enter the door and get through the barriers into the steam room. Open the second door last and the steam will move so you can get past. Walk through the next room and into the room with the giant star on the floor. Pick up at the picture and this will reveal a wall safe, pick up again and you will have to enter a code. This is the code from the terminal in Level Five. The orb will now be revealed. Now all you've got to do is work out how to beat Kunitoki (the big baddie). Good luck!

Er, perhaps this isn't the best time to mention it, but there's a cheat. When someone's trying to 'do you in' hold the Pause button, push the joystick down and hold the Fire button. The enemy's power will be reduced to zilch. No worries.

LICENCE TO KILL

DOMARK

YS SEPTEMBER 1989 – 79°

Domark's previous Bond offerings were all pretty dismal, so it came as quite a surprise to find that *Licence To Kill* is (gasp) not too bad actually. Rather than try to be clever or anything the lads have gone for a straightforward scrolling shooter, and have at last managed to come up with a game that is both Bondy and fun to play. It is, just for a change, a multi-partner, so obviously you'll want to know exactly what the parts are. Groan. Okay, first off is a helicopter bit, where you've got to chase one of the baddies who's in a jeep. Having done that, you find yourself on foot, dashing about *Commando*-style trying to clobber baddies and avoid all the mega-explosions, death and destruction going on all around. Then you're hanging off a piece of rope, trying to attach it to a baddie plane. And then... and then... It's all good stuff, and manages to tie in closely with the film without going all crap like other licences tend to.

★★★★

STAGE ONE

Pull down diagonally left and shoot the four gun emplacements. Next move to the bottom middle of the screen and shoot at Sanchez's jeep. When you have passed the tall building on the right move right and shoot the gun. Stay at the back and shoot the second gun when you have passed the wall. Move forward a bit and shoot the two guns which are next to each other, whilst dodging the wall. Go on to the road and fly forward. Stay on the road and dodge enemy fire. Shoot at the jeep when it is in sight. To avoid damage, slow down when a gun fires at you. At the first crossroads move left staying on the road and shoot the gun. Get back to the middle of the road quick. Go forward. At the second crossroads, move left staying on the road and shoot the two guns. Move back into the middle of the road and move to the top of the screen. Dodge enemy fire. Pull back quick when you get to the end of the road.

STAGE TWO

This stage changes every time you play it, but the idea is to choose a man to shoot, get in a safe place, line your sight up at the right angle to hit him, then move forward and fire. Do this with every man. Don't waste ammunition. Always pick up magazines. The enemy's shots are quite slow so you can dodge them. If you have already got three magazines, and some shots, waste the shots and pick up the magazine. This way you have more bullets. Shoot the oil drums to blow up men. After you have completed the game once, not all of the oil drums will blow up.

STAGE THREE

Keep firing and guide James to the back of Sanchez's plane.

STAGE FOUR

Only go underwater when James is about to be hit by bullets, and when he gets a harpoon off a diver. Do this by firing when he is on top of you. Go under divers to get the harpoon, dodge the boats and collect the drugs. When you have a harpoon, line James' right arm up with the right-hand float on the plane and fire. You will now be pulled along by the plane. Push forward and dodge the boats and rocks. When you catch up with the plane this stage will end.

STAGE FIVE

Push forward to get up to full speed with your tanker. Tap your stick or key backwards, so you get near the bottom end of the screen while still travelling at top speed. Move to the left of the road but don't hit the side. When the tanker comes on let it get just in front of you then move right and up to get past it. Don't hit the side of the road. When you're past the tanker, hit its cab with the back of your tanker 'til it blows up. There are five tankers and the fifth one is Sanchez's. He may fire stinger missiles. Dodge them.

MATCH DAY II OCEAN

YS FEBRUARY 1988 - 9/10

The odd thing about footie games is that, despite the fact that absolutely

no-one likes them, they sell by the million. Spooky, eh? But if an award had to go to the absolute, complete and utter best one on the Speccy, it would pretty definitely be picked up by *Match Day II*. It's a standard side-view one, but has the advantage of being the sequel to *Match Day* (the previous holder of the title). Not only does the ball bounce around about as realistically as it could be expected to, but you've got a variety of ways of kicking the ball (with the help of a kickometer), just about all the rules of footie are there and there are several different ways of organising the matches (between you and up to seven chums). Although *Match Day II* has been improved upon in some areas by other games, at the end of the day it's still the best all-rounder.

★★★★★

When taking a corner on the right, press Left and Fire, and you'll have a player at the far post from the corner and you've scored! When you're playing the computer and have the ball near your goal, make the ball roll over the line beside the corner spot and, when the computer takes the throw, the ball will be thrown off and you'll get a goal kick.

MAZE MANIA HEWSON

YS OCTOBER 1989 - 70°

Maze games are about as un-hip as it's possible to get these days, so it came as a bit of a surprise when Hewson came up with this one last year. You probably thought that everything possible had been done with mazes? One look at *Mania* and you'll realise that you're completely right. The maze is larger than the screen, so it scrolls to keep your little character (called Flippo) in the centre of the screen. As Flippo runs around he treads on tiles which flip over (with a delightful flipping effect) to reveal a different colour on the reverse. Once he's done this to all the tiles on the level, that's it. Time for the next one. It hardly needs to be said that there are baddies chasing you around who can be nobbled by collecting power pills. Variety is added by special tiles which are more

awkward to flip, and by things to collect. The graphics are excellent, but they seem to be where all the effort's gone as *Maze Mania* very quickly loses its appeal. It's just not exciting enough.

★★★

Here are the passwords to access each level...

Level One	NONE
Level Five	HARLECH
Level Nine	JUPITER
Level 13	STAYPUFT

MERCENARY NOVAGEN

YS NOVEMBER 1987 - 9/10

Here's a game that's been around for ages (even longer if you include the crappy C64 version), but, being a bit of a 'timeless classic', *Mercenary* still looks absolutely brilliant. The story is that you've crashed on the planet Targ (which is 'Grat' backwards), and found yourself in the middle of a battle between the native Palyars and the attacking Mechanoids. Not much fun at all, so an attempted escape would appear to be your next move. This means tackling a vector graphics arcade adventure of awesome proportions. There are loads of puzzles to solve, lots of places to map (both above and beneath the ground), and generally lots to do. Although the graphics and presentation look a bit simplistic these days, the game certainly isn't - it's brill.

★★★★★

For a start you need the photon



Licence To Kill: And it folds up into a cigarette lighter.

emitter to see when entering dark rooms. You'll also need the six keys to get various useful objects. The shape of the doors refers to the shape of the key needed, except rectangular keys which don't need a key. The power amp allows you to reach the Palyar Colony Craft when using the Dominion Dart space craft. Here's a short list of useful reference numbers (all of the following numbers are positive)...

- 03-15 Hanger (interstellar craft)
- 03-00 Hanger (Mechanoid craft)
- 09-06 Hanger
- 09-05 Hanger (GBV craft)
- 81-35 Hanger (gold is near)
- 11-13 Hanger
- 12-13 Jordan Airport (with GBV craft)

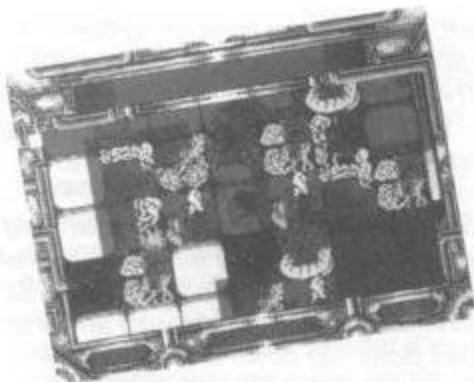
If you want to blow away a Commie 64 (C=) sign, there's one at 13-04. To earn money, take the energy crystal to either energy room, take the useful armament to the armoury, take the large box to the stores, take 93921 supply to the conference room, take the catering provisions to the kitchen, or take a Mechanoid to the interview room.

MOLEY CHRISTMAS GREMLIN

YS JANUARY 1988

FREE ON THE FAB SMASH TAPE

There've been, ooh, lots and lots of Monty games, but how many came exclusively attached to the front of your copy of YS? Only one. It's called *Moley Christmas*, and it's quite possibly the best Monty game ever. (Only 'quite', mind.) It's a platform game, of course, and what you've got to do is get this game called *Moley Christmas* (?) from Gremlin HQ, via the duplicators and the luxurious YS offices, onto the shelves ready for you to buy. Hmm. There are six screens altogether, each one packed with the kinds of things you'd normally expect screens to be packed with, and plenty more besides. As you'd expect, *Moley Christmas* is an absolutely corkstrous little platform game. As well as fabulous graphics and an almost immeasurable fun-factor, it possesses a strange Tardis-like



Maze Mania: Flippo being chased by yesterday's lunch.

quality – those six screens go a lot further than you might imagine. It's definitely one of the best games ever (in the world), and shouldn't be missed by anybody. Straight up.

★★★★★

ROOM ONE Gremlin HQ

Go up to the left side of the screen and collect the disk. Come down the ladder and go right, picking up all the objects on the way and avoiding the creepies. Go to the place where the ladder goes up to the top of the screen. Climb this ladder and go right, avoiding the monster. Get the final object and drop off the end of this platform and wait for the gateway to the next room to fall on you. Okay? That's Room One.

ROOM TWO The Mastering Plant

Go right, avoiding the spool which is rolling towards you. Jump on the chairs and get the first object. Climb the ladder to the first platform and go left until you're between the two control boxes. When the wire which you are standing on begins to flash, go left and up and jump onto the conveyor belt. Drop off the edge and wait for the spool to fall on you. There goes another room.

ROOM THREE

The Duplication Plant

You should now be carrying the spool from the last room. Go up the ladder avoiding the crusher. Go to the black box and STOP!!! Very quickly, to right, then left, and the spool should appear on the black box. You must not touch this as it'll kill you. Drop down, go right to the platform just above the

tape dispenser and wait. When the eight tapes are piled up, drop down and walk into them. And so ends this easy room.

ROOM FOUR The M1

You should now be carrying the tapes. Go right until you arrive at the bottom of the screen. Go towards the little car that has the teeth. Slowly walk about half-way into it. The teeth should chomp, and as soon as they've done this, walk past the car into the YS Offices. Easy so far.

ROOM FIVE YS Offices (Quiet Please)

Okay, now go collecting everything, avoiding the PacMan Monster. When the flying cassette at the top is left on the screen, go up and right. Get the last object and walk onto the pile of tapes. Right? That's another room done – you should still have all your lives left.

ROOM SIX The Newsagents

Collect one tape and take it across the road to the shop. Do this until all the tapes are gone. And that's it. You've done it. Well done.

MONTY ON THE RUN GREMLIN

YOUR SPECTRUM NOVEMBER
1985 – 9/10

This was the third(ish) Monty game, Monty being a mole as we all know. This time, Monty is trying to escape the long arm of the law by fleeing the country (to France). Before you start you'll have to make up a survival kit from an absolutely huge range of objects with which you're presented at the start. Not easy. The rest is even more tricky though. There are loads of screens, all packed out with platforms, baddies and things to collect. You're helped by Monty's sneaky somersaulting ability, but hindered by flashing transporters and horrible coal-crushers. As platform games go (which is usually pretty well), *Monty On The Run* is one of the top-notch ones. It might be just a little too difficult for its own good, though.

★★★★

To complete that game you'll need the

following freedom kit: 2 – Jetpack, 4 – rope, 9 – grenade, 13 – gas mask, 17 – axe. Collect all items apart from the teddy bear, dynamite and those little mine-like thingies (but you realised that anyway, of course). On the second room, once you've got the items from the room underneath, go to the top of the rope under the kettle. When a cloud passes across, jump left onto it and hold down the Up key. At the top, take a few steps to the left so that you don't fall down and drop off (the edge, not to sleep, tempting though it may be). Go to the edge of the platform and wait until the yellow chap with the big nose gets under the train. Then drop off again. Very quickly go left, get the coin and then jump left into the room. Go halfway up the rope and jump at the first-aid kit for extra life. Then go back and jump on the cloud.

Go along the top of the next two rooms. When you get to the room with the bubbles and the posts in the water, go through to the right into Pie Are Square. Don't go into the teleport yet, but go under it and onto the purple platform. When the blue pudding bowl has gone past, jump two or three times into the next room. Get all the items except the teddy, go back to Pye Are Square and jump into the teleport. Go down the rope and jump into the teleport. Go down the rope and jump off the left end of the platform at the bottom of the rope and get that purple item. In the Hall of Jow-an, don't go on the lift as it needs to be mended. The next lift's okay. When you're at the bottom of the last green room, try treading on the white button if you want to go up in the world. Left, down and right from that room is a hard one (chortle). To get the item at the top, wait at the entrance until the pudding bowl has gone back. Then go to the top of the green rope, not standing on the yellow platform. When the pudding bowl has gone left and the bubble is going up, jump right twice. To get back, jump over the bubble.

In the sewage works, follow this route from the first pipeline room – left, left, up, down, right, bottom left, left, down, left, through teleport, down, right, bottom left, left, down,

left, past teleport through to the Ultimate Experience. Use Up to fly. Try to get all the items.

When you get to the tree stump, go right and up twice. You'll come to a room with a petrol can marked 'P'. Get that, and then go back down and left. Now edge to the left-hand side of the screen, where you'll find Drive Sir Clive's C5. Do so, and you'll arrive at Das Boat. Go down and left until you get to the end where there's a key. Get it, and go back to the stationary head and chuck your grenade at it. And you've done it.

MOONWALKER

US GOLD

YS JANUARY 1990 – 75°

Let's face it, Michael Jackson's a bit crap, eh? His music's bad enough, but when he starts making films and 'writing' books then it's really time to take cover. At least he didn't have much to do with the computer game though. At least it doesn't look like it, otherwise it would be crap too. Which it's not. In fact, it's really quite good. It's got pictures of Mr Jackson all through it, of course, but it still manages to be quite a nice multi-parter. There are four bits. The first two are slightly repetitive overhead-view maze games, the second is a nice scrolling shooter and the last part is a weird shoot-'em-up thingie featuring a 'willy laser'. While it does get a bit samey a bit too quickly, this is partly compensated for by a series of nice animations which crop up throughout the game. It's not one of the most successful film conversions of recent times, but then they didn't have much to go on in the first place, eh, Wacko-loathers?

★★★★

LEVEL ONE

Guide yourself through the map. Moving dots are enemies, fixed dots are objects or pieces of rabbit costume. Always run, and to avoid other characters try to select big 'roads'. Don't worry about the time – you should waste about three disks losing time. When you've finished with all you've got to catch, the bike is in the upper-right corner of the maze.

LEVEL TWO

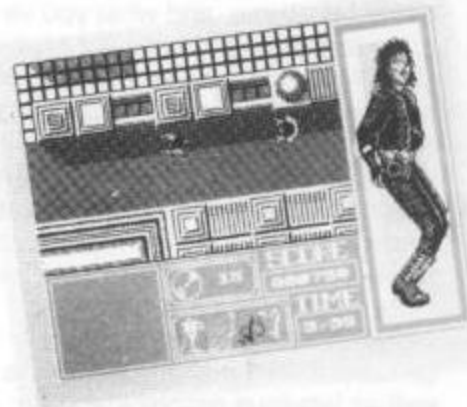
Same as Level One, but with bikes and many sub-levels. And tougher enemies. To avoid them select a big 'road', put yourself on one side (eg left), and when he gets near you press down, down/right, right, right/up and up and you should make it. Guide yourself through the map as in Level One, but here you've got a line on the map which is the ramp you're supposed to jump over. When you catch the ten orbs and mutate into a car it disappears from the map, so it's best to leave the orb nearest the ramp until last or you'll die losing time. On the last sub-level you turn into a car and have to run in a road without enemies. It's really easy and you've got enough time to make it.

LEVEL THREE

Run left, catch weapon and ammunition, then stop, press Fire and wait for an enemy to appear. You should now be able to kill him without letting go of the Fire button by leaving the sight on the windows. To avoid their shots, as soon as you hear the noise run towards the shot and jump, thus avoiding it. From time to time you'll lose ammo – you'll have to run and get more (avoid shots as above).

LEVEL FOUR

Shoot everything on sight, and don't wait for the cannon to get big. Shoot it as soon as it appears. Keep shooting (if you've got autofire, use it) and from time to time have a look at the list of enemies you've still got to kill. This is the easiest level of the lot, and if you've got this far you should finish it without losing more than one disk.



Moonwalker: Ooooh! It's these trousers – they're soooo tight!

MOVIE OCEAN IMAGINE

YS MARCH 1986 – 9/10

Not only was this a Megagame all those years ago, it was also stuck onto the front of issue 37. This means that, in its day, *Movie* was a pretty fab game. Detectives is what it's all about. You play the part of a bloke in a trenchcoat and one of those hats that they wear, and you've got to solve some sort of crime. The impressive part is that it's done in this 3D perspective, with some particularly nice graphics. Not only that, but there are other characters wandering around who you can chat to/kill. This is all controlled by a rather splendid icon interface, which means that you can do a lot more than in yer average 3D-type game. The years haven't been too kind though. *Movie* certainly looks as old as it is, and perhaps doesn't have quite the glue-like staying power you may be after.

★★★

Loads of tips for this one. First of all, go to the parrot room. To move the knight guarding the door simply say 'OPEN' and he'll shove off. Quickly walk in and take the money and the bomb. Now go to a good guy and say 'TELL ME PASSWORD FOR MONEY' and, if you're lucky, he'll say 'PUZZLE'. If he does, give him the money. The word 'puzzle' is used in a room with a knight guarding the door and two rolling balls. Say 'PUZZLE' and the knight will move.

Now go into the room with the moving jukebox and go behind the bar. Here there is a bottle. Look for one of the girls. When you find her say 'FRIEND OR FOE'. If she repeats it she's a goody. If she says 'KILL KILL KILL' she's a baddie. Oo-er. Kill her quickly. (Whatever you do don't ask her for a his. As if. If you do she'll stop helping you for a while.) When you find the gun, use your bullets sparingly.

When using the bomb, throw it in the longest direction, as this gives you more time to get away. As soon as you've thrown it, leg it (get hit by it and, predictably enough, you're a gonner). In one of the alleys there's a knight guarding a door which blocks

about 70 rooms. To open it, drop a bottle between you and the knight and walk forward, pushing the bottle ahead of you. When you get to the next door, take the bottle and go through the door.

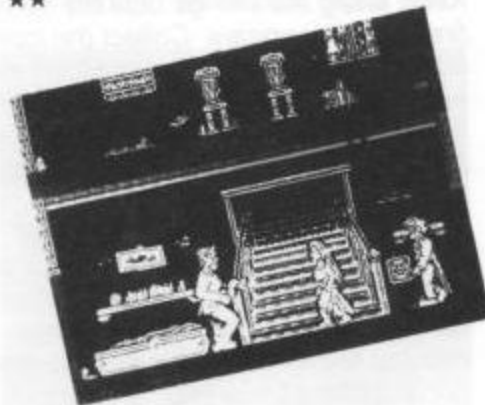
When you meet a good guy, keep saying 'GOD BLESS YOU' and, because they're so stupid, they'll give you some important info. Although you might know most of what they tell you already you get a few points for doing this.

THE MUNSTERS AGAIN AGAIN

YS MARCH 1989 – 6/10

Hands up who likes the Munsters, then. They're okay, aren't they? Herman's good for a laugh, and Marilyn's a bit scrummy (although she's probably a great-granny by now). But who's seen *The Munsters Today*? Oh dear. 'Nuff said. And the game? Not a resounding success really. It's a shame, 'cos the series could have made quite an interesting little number if *Again Again* had put a bit of effort into it. But instead they went for a slickly-put-together but uninspiring arcade adventure. The idea (if you can call it that) is that all the proper ghosts and things have got a bit teed off with the Munsters being so nice and un-ghostly, and have tried to straighten them out by kidnapping Marilyn (boo hiss!). You get to control each Munster in turn as they wander around 1313 Mockingbird Avenue, zapping ghoulies and trying to rescue Marilyn. As you might expect, it looks very pretty and Munstery, but it's all been done before many, many times.

★★



The Munsters: *I don't know what's up there, but that doesn't look like a stairway to heaven.*

Here's how to suss the first two levels..

From the start, go far right and stop at the top of the stairs. Keep shooting the ghosts until the spell bottle fills up, then descend to the stairs and collect the object to the left. Shoot the ghoul to the right, then walk right to collect the cross. Go left, up the stairs, then walk left until another flight of stairs is reached and walk down. Go left, shoot three ghouls and collect the object. Keep walking right, collecting another object and then head left and



The Munsters: *Energy? Who needs it, eh?*

back up the stairs. Go far right and down the other stairs. Head left, shoot the ghoul and go down more stairs. Quickly shoot the three ghouls, collect the object on the left and then go right to meet Herman and Grandpa. Collect the object, go up the stairs and wait for the vampire in the middle of the room. When he arrives, blast him and then go right to the end of the graveyard and collect the object. Walk left killing the zombies, then return to Herman and Grandpa, who are now under your control. Go right across three screens without stopping and then wait at the edge of the forth. When the hands appear from the second, fourth and fifth boxes walk right and underneath the fourth box. When the hands appear from the first and fifth boxes, head right and then climb the stairs. Grandpa now transforms into a bat and flies off. With Herman in tow, go upstairs, shoot the ghoul guarding the right door and go right. (Don't worry about the ghoul – he doesn't attack unless attacked.) Go right, collect the object, then meet Eddie in the next room, where the next stage starts.

MYTH SYSTEM 3

YS JANUARY 1990 – 95°

Given the huge possibilities suggested by the Greek Gods, it's surprising just how few Greek Gods games there actually are. Okay, there are quite a few, but *Myth* is definitely the best of the bunch. The graphics are the first thing that'll strike you when you load it up. They're small but perfectly formed, and superbly animated too. There's also masses of variety, with something different cropping up on practically every screen and hundreds (roughly) of puzzles to solve and things to kill. And everything's been rounded off with a lovely spit-'n'-polished look that'll make you feel proud to be a Spectrum owner. A huge amount of thought has gone into the design of *Myth*, making it one of the very best arcade adventures around.

LEVEL ONE

Kick open the objects on the first screen and collect the icons. Go left and open the objects. Kill the skeletons by using the fireball icon. Collect the skulls they leave behind and go left. Kill the nasty on the left (using fireballs) and collect the bead. Go right four times and open all the objects on the screen. Go right, kill the nasty and collect the bead. Go left twice, down and then right. Destroy the hanging skeletons (they sap your energy), go right and collect the bead. Go left four times killing and collecting as you go. Go down, then left. At this point you must have ten skulls. If you haven't, go right and wait for the skeletons to appear. Blast them with fireballs, collect their skulls, then go left. Throw the skulls into the flames slowly. (If you throw too many at once they won't all be registered.) With each skull thrown in, the eyes of the skeleton above light up. After throwing in ten of them a large phoenix-like skeleton rises from the flames. Destroy it with the fireballs and collect the trident left behind. Collect the bead on this screen and go right six times. Use the trident to kill the dragon. Collect the key it produces. Go left five times and up.

Use the key to open the door. Use the heart icon (it protects you) and fall straight down. Collect the bead and go left. Go down, right twice and collect the icon. Go right twice, up, right twice, left onto the platform and left again. Select the teleport icon and stand on the slab.

LEVEL TWO

Open the vase and collect the bead. Hack at the statue and collect the icon. If ghosts appear either ignore them or destroy them with fireballs. Go right and hack the statue six times. Collect the icon it leaves. Go right and open the pot. Quickly jump up and catch the dove – an extra dove will be your reward. Go right and approach the woman. When she turns into a monster run back to the left of screen and wait there. The monster will fly up and disappear. Go right, collect the bead, go right again, collect the bead and go right. At the entrance, crouch down and stand back up. You will enter a room with a monster in it. Jump towards her. Stand directly in front of her and hack her head off. Use the sack icon to collect the head. Collect the bead and exit left. Go right three times, taking the top platforms on each screen. Use the medusa icon to destroy the first of the hydra's heads. Go left twice, down and right onto the top platform. Destroy the second head. Drop down onto the bottom platform and destroy the third head. Collect the icon and go left six times. Use the teleport icon.

LEVEL THREE

Keep killing the vikings until the fireball icon appears. Collect the icon, go left and collect the bead. Open the vase and go left, collecting beads as you go. To kill the trolls fire six fireballs at them. Go right four times. Use the scroll to force the rain. The fire will go out, so walk towards the stone which will disappear. Collect the icon it leaves behind and go right. Collect the bead, then go right twice. Use the knife icon to kill the dragon – get as close to it as you can without damage. Go right, collect the bead, go right again and use the key icon to open the drawbridge. Use the

lightning icon to kill the large god thingy. Collect the teleport icon and go left six times. Go up to the top platform and use the teleport icon.

LEVEL FOUR

Go right and walk into the first block at the bottom of the pyramid. Fire the gun once. Go into the pyramid and down. Walk left. This level is divided into four separate sections. To access these crouch down in one of the four spaces between the pillars. Take them in order, from left to right. Crouch down in the first space. Go right – watch out for falling pillars. All the hazards in this level are activated by standing on a certain stone. To avoid the pillars, keep moving. Go right again and collect the bead. The floor in this room is rigged with spikes, so keep moving and jumping. The axes in the next room are triggered by two pressure pads – they are the third and eighth from the left, so jump over them. Go right again and collect the objects and icons. Go left twice and exit by crouching down. Go to the next space on the right and enter. Go left – watch out for the falling pillars. Stand on the right and fire at the bead. It will drop down as normal and the floor will cover up. Collect the bead and go left. Jump the gaps – the axe's pressure pad is the right stone in the middle, so avoid it. Go left and collect the icon. Go right three times and exit. Go to the next space on the right and enter. Go left and collect the bead – watch out for pillars on each side of the bead. Go left. All the axes are activated by six pads – the third, fourth and fifth from the left and the third, fourth and fifth from the right. Jump them, collect the icon and go left four times. Collect the ankh icon and stand between the two mummy cases. The ankh above your head will glow and your lives will be replenished. This can be done at any stage in this level. Go left twice and exit. Go into the last space. Go right twice, collect the bead, go right, collect the icon, go left four times and exit. If the eye is not flashing in this room then go back and check each level carefully. Stand on the eye and use the eye icon. Use the head-dress icon to destroy the mummies. Go

right three times. Jump right and use the vase-like icon. The four similar icons at the bottom of the screen will flash. Go right and use the head-dress icon to destroy icon to destroy large pharaoh. Collect the bead. Go right and collect the teleport icon while standing on the slab.

LEVEL FIVE

In order to destroy Dameron you must shoot at the part of him which is firing, like his mouth or eyes. Once he's defeated that's it. A pushover.

HINTS AND TIPS

- Open all objects you come across. They may contain valuable energy.
- If you still don't have all the beads, go back and check the levels carefully.
- Watch out for water (except in Level Two).

NEBULUS HEWSON

YS JANUARY 1988 – 9/10

Hurrah! An original game! Well, originalish, anyway. Here's the plot – you've got to destroy a series of eight towers which have popped up from the sea by climbing up them. Luckily, they've been handily equipped with platforms around the outside, so getting up there shouldn't be a problem. But – oh no! They're surrounded with baddies who'll do everything they can to knock you off. There are things to collect, though, so you might be in with a chance after all. So what's so good about it? Well, you view the tower from the side, and as you walk round it it rotates with unbelievable smoothness so you always stay in the middle of the screen. And as you walk up it the screen scrolls vertically to keep up. It's a lovely effect, but that's not all. In addition, the game is extremely good fun and highly addictive, if a bit hard. Okay, so it's really just a platform game, but it's an excellently put-together one all the same.

★★★★★

LEVEL ONE Tower Of Eyes

Right, through door, go left under eye, jump on lift and wait for spiral to come from the right, lift up, through the

door, left onto lift, lift up, shoot ball on left, go right onto lift, lift up, go left and shoot two flashing blocks and bouncing ball, go left up stairs watching out for spital and eye, through door, shoot bouncing ball on the right, walk right, jump on lift up, walk left, drop down left and shoot bouncing ball, walk left, drop down onto lift, watch for spiral, up, jump one block right, through door, go left, wait for eye to go then jump on lift, up, through door, and right through the door.

LEVEL TWO Realm Of Robots

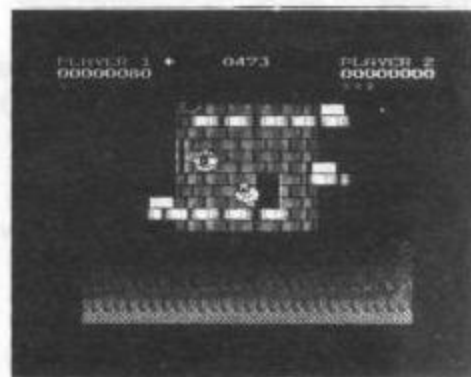
Walk left, jump over two gaps, wait on lift for spital to appear then go up, jump left over fact onto lift, up, through door, left lift up, left through door, right, jump on lift, turn left, drop down, left onto lift, up, left jump down onto lift, up and through door.

LEVEL THREE Trap Of Tricks

Walk left, shoot ball, through door, left onto lift, up, right and wait for spiral to knock you off onto lower level, shoot ball, right onto lift, up, left through door, drop down onto lift, go left onto lift, up, left, shoot two slashing squares, take lift, left through door, left into lift, up and right through door.

LEVEL FOUR Slippery Slide

Right jump, jump onto lift, wait for spital, up, shoot flashing square on the right, left, shoot two squares, left onto lift, up, left through door, left again through door, left onto lift, up, left through door, turn right, shoot flashing square on the right, go left, walk along, shoot block on left, go back through same door, right, jump



Nebulus: Ever get the feeling you're going round in circles?

down onto lift, up, shoot ball, right, right, up, left and wait for lift to go down, jump down, right and jump through door, go left up stairs, jump and shoot ball, lift up, right, wait and jump down, shoot two balls, right and wait to drop down one level, lift up, turn left and through door.

LEVEL FIVE Broken Path

Right onto lift, up, right walk under eye and jump next block, shoot flashing brick and drop down onto lift, up, right through door, right again, up stairs to lift, up, left, jump twice, drop down, shoot two floating squares, onto lift, up, turn right, jump down onto stairs to lift, up, jump three times, jump eye and shoot flashing brick on left, turn back, jump over eye, drop down onto lift, up, jump left on top of lift, drop down to next lift, turn right onto one single brick, drop down, left, jump over gap, keep left, take lift through door, turn right, take fourth door, watch out for eye, turn right, take third door left onto lift, up, left, shoot ball, onto lift, up, and left through door.

LEVEL SIX Shimmering Delight

Walk right, take lift up, jump gap, go right past two heads, turn left, shoot flashing brick above lift, turn right onto lift, up, shoot flashing brick on right, jump right off lift onto next lift, up, right, shoot flashing brick and drop down walk right and take lift up, walk right and take lift again, turn left, take lift, walk right through door, go left, jump up stairs, jump over head, go through door, left onto lift, turn right, jump onto four blocks which collapse onto lift, up, right, shoot flashing brick, go back to lift, go down, turn right, take second lift up, right, up lift, turn right on lift, left to three heads, lift up, turn right, keep jumping and go through the door.

LEVEL SEVEN The Nasty One

Walk right, drop onto lift, up, drop down onto lift but don't use it, jump right, turn left and jump left, take lift, shoot flashing brick on right, walk left, drop down onto lift, right and drop onto other lift, go right, take lift, go right, jump four times onto lift, up, walk right, take lift, right onto lift, up

and shoot balls, left, drop down right onto lift, up, take third lift up, right, drop down taking one block off, drop off, take fourth lift, walk right, knock bar off, take first lift, walk left, take lift and go through the door.

LEVEL EIGHT Edge Of Doom

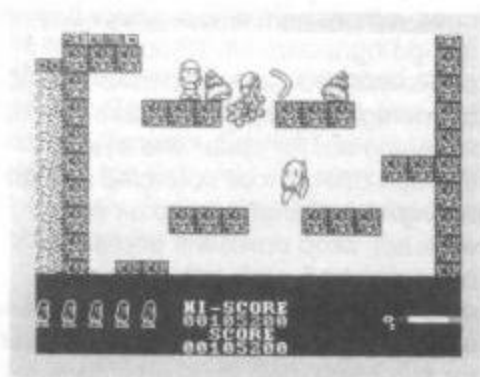
Walk, wait for the four diamonds to be in a line, walk under them and take lift up, left, shoot four balls, watch out for spiral, shoot flashing brick, go back, right, jump through door, left, jump up and drop onto lift, up, left, through door, right up stairs, jump four times avoiding four diamonds onto lift, up, left, jump, jump, jump, over four diamonds and onto lift, shoot flashing brick on left, take lift up, through door, jump left twice, through door, right, shoot flashing brick, right back through door, jump down, left onto lift, up, jump left four blocks, take lift up, right onto lift, up, shoot two flashing bricks above, lift up, left through, shoot flashing brick on right, left, drop down, shoot flashing bricks on left, back right, lift up and take the third door! (Phew!) The screen flashes red and 'Congratulations' comes up.

THE NEW ZEALAND STORY OCEAN

YS SEPTEMBER 1989 - 93°

Games for girls are a bit thin on the ground, so it's nice (for them) when one does crop up. And *The New Zealand Story* is certainly a girlie game. It's about as soppy as they come - everything's fluffy, furry or feathery and inevitably a younger member of the family. As a Kiwi (a baby one, of course) called Tiki (heave!) you've got to rescue all your kiwi chums from the clutches of an evil seal (?) by battling through several levels of rampant sheep, frogs, penguins and other nasties. The projectiles fly thick and fast. The music is 'cute' (double heave!). There's lots to collect, lots to jump up and down on and lots to go 'Ahh' at. So if all this namby-pamby business sounds like your cup of Ribena, you're welcome to it. It's horrible!

★★★★★



The New Zealand Story: So cute you could knock the 'T' out of it and play snooker with it. (Eh? Ed)

On the menu screen type FLUFFY for infinite lives (everybody knows that one) and PHILLIP for extra firepower. Also, try pressing ENTER during any level and you'll skip onto the next one.

GENERAL TIPS

- When in the water try to find a horizontal wall with air above it. Find the corner, and you should be able to walk through the wall and your air goes up, but you stay in the water!
- Shoot flying things from below.
- On Level One/Three you should be able to find your friend through a brick wall. The floor below him is double, a space inbetween. Mount a duck (honk!) and fly back to this space. You should be able to fly through the wall to your friend.
- On Level Two/Two when you are below the water you should come to a platform like this. You can dive into the water without having to go the long dangerous way.
- The rock octopus is one mean mutha. Instead of hitting it anywhere you have to rapidly shoot its eye, just above its nose. If you have bombs, dive off the top of the platforms and lob some bombs in its eye. (Dodge the bats!) If you have a laser gun, use it like a bow and arrow. If you actually have a bow and arrow... well, you'll get killed.
- When you are on the ice whale, make sure you put a metal balloon on your head (get one from an axe cat!) because it protects you from his icicles.
- You can go through the corners of walls to get to your friends using strong balloons.
- To protect yourself from blasts, use

a metal balloon on your head.

- When there are spikes on the roof which have a kiwi or something good above, jump up and bash your head on the spikes then hold on Jump. You'll go right through the ceiling. (Make sure you have a life to spare for this trick.)
- Use the map and avoid confrontations with megabaddies.
- To get past the end of Level Two/Three, when you have to jump over a pit of spikes drop a balloon on the platform above. Then jump up so you're hanging on the balloon, but still on the platform below. Then fly over the pit and fall into the water below. Easy!
- Always sit on top of balloons unless you need their protection on your head.
- Make your own routes. The arrows can lead to death on later levels.
- You control the strength of your jump by the time you hold the jump key.
- To beat the Level Three guardian (robot doll) shoot into its stomach when it opens to shoot missiles. It's easier when you have a flying machine.
- When you dive into the water on Level Four, swim along the surface until you come to an air pocket with a teddy in it. Shoot the teddy and steal his flying machine. Then let yourself drop. Your air doesn't go down and you go through the floor, where you should be.
- To complete Level One go right as far as you can (jump over all the spikes) then go up as far as you can. There are some spikes above your head. Now use tip number nine. Fall down. When you get to the bottom



The New Zealand Story: It's probably a banana or something.

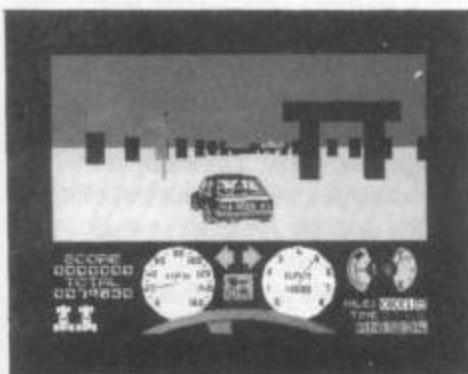
you should find a duck nearby. Mount it. Fly up until you find the place where your friend is captured. Find the bottom right-hand corner. Now use tip seven. Then fly up and get your friend.

NIGHTMARE RALLY OCEAN

YS NOVEMBER 1986 – 9/10

If you thought driving games were all exactly the same, take a look at *Nightmare Rally* and think again. Okay, so it is practically the same as any other driving game, but there are some differences. For instance, you drive an Escort XR3i with furry dice, static strips and spots. What's more, there's no road! Nope. You can drive absolutely anywhere, and that includes through trees, over mounds of earth and across fields. Everything moves knee-tremblingly fast, and there is even a decent line-up of knobs and dials to keep your eye on. So if you fancy tearing up some turf, but ain't the ruminant type, *Nightmare Rally* is probably the game for you.

★★★★



Nightmare Rally: Oh dear, Vera, this don't look like the Little Chef at all.

What you really need in a game like this is a cheat mode or two, so it's probably just as well that *Nightmare Rally* has got it covered.

Pressing Q to accelerate and then holding Symbol Shift puts you into Super Bored Out Twin Cam Turbo Injection mode, which could be quite handy, and you'll find that if you type in a level name instead of your name at the beginning you'll jump straight to that level.

Handy or what?

OPERATION WOLF OCEAN

YS JULY 1988 – 9/10

Here's another game that absolutely everyone will have seen in the arcades, and even more people will probably have seen the Speccy conversion as it was a huge mega-hit. Non-stop violence is the name of the game, and to this end you're presented with a gunsight which can be moved around the screen. And, of course, lots and lots of ammo. The entertainment is provided by enemy troops, helicopters, tanks and all sorts of other things which run across the screen in front of you just crying out to be shot. So naturally do. Six levels and several million dead bodies later you'll arrive at the airport, hopefully with the hostages you're supposed to have been protecting still with you. It's a decent copy of the coin-op with neat (but monochrome) graphics. Generally one to, erm, play.

★★★★

Here's a list of all the things you may be confronted with, and what to do if you are...

Helicopters Big boys, these. Bullets take too long, so use a grenade to sort them out, and try to get them as soon as they come trundling onto the screen.

Armoured cars Don't bother with grenades. Just keep your finger on the Fire button as soon as they come on screen.

Boats Easy pickings. Use the 'keep firing' tactic unless there's a batch of them, in which case you should lob a grenade.

Normal soldiers These throw knives and grenades at you, but they're pretty easy meat – you only need one shot to kill them.

Flat heads These Arnie types need to be shot in the head once, but do it quick.

Prisoners These include nurses, women and boys. They run across the screen and get in your line of fire. They'll drain your energy if you hit them.

Hostages These appear on Levels Five and Six. You must let them pass, gaining you points.

GENERAL TIPS

- If there's a crowd of helicopters, fire a grenade in the middle.
- Don't panic!
- Never fire wildly – you'll waste ammo.
- Try to conserve grenades for later levels.
- The enemy don't come in any particular order, so be prepared.
- Don't shoot dynamite when a prisoner is on the screen.
- Sometimes you can grenade a very large crowd of soldiers.

There's also a cheat – load the 128K version into a 48K machine, and all the levels will load in and overlay each other. The sixth level ends up at the top, so that's where you'll start!

And there's another one! Press down all the keys on the left-hand side of the screen when the communication set-up screen comes up. Now wait until the game comes on and press T – it'll whizz you through the game. Keep pressing until the desired level is reached.

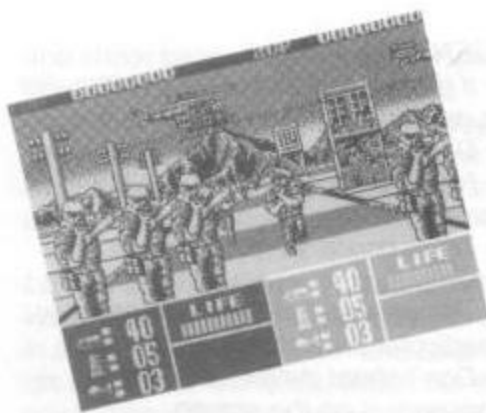


Operation Wolf: Yes, fill her up please. And could you check the oil while you're at it?

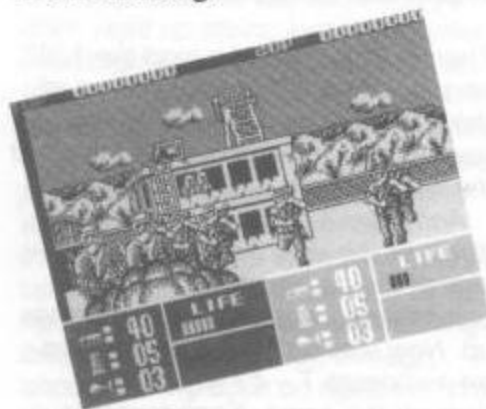
OPERATION THUNDERBOLT OCEAN

YS DECEMBER 1989 – 93°

This time, instead of operating on a wolf, you're doing it on a thunderbolt. But apart from that, this is pretty similar to the game above, except that it isn't. (Look, is it or isn't it? Ed) No. (Right. Ed) For a start, Level One is a lots-of-things-coming-towards-you 3D jobby. Then there are some *Op Wolf*-style left/right scrollers, then another lots-of-things-coming-towards-you one, and it sort of alternates like that



Operation Thunderbolt: Death on a zebra crossing.



Operation Thunderbolt: Couldn't we just ring the doorbell?

ad finitum (well, *ad levelus eightum* actually). The plot is the same old business about hostages and everything, but the game itself is a fair bit more complicated than *Op Wolf*, with extra things to collect and miles better graphics. Oh, and there's a two-player option for those lucky enough to have the odd friend. It's non-stop violets all the way (or something) and highly recommended. ★★★★★

When you reach the high score table type in *EFI*, then when playing type in *KEV* to skip through the levels.

OUTRUN US GOLD

YS MARCH 1988 – 8/10

Everyone's played *OutRun* in the arcades. If you didn't, you can't have helped but seen it in all its hydraulic glory through the window. It really was (and still is) a corking coin-op, with fingernail-bitingly fast driving action and all the rest of it. Not the sort of thing you'd expect the Speccy to excel at, but US Gold had a good



OutRun: Darling, you're driving too fast! Mind that car! Left here! You're still going too fast!

go at it all the same. It's all there – the undulating hills, the forks in the road, the dusty bits, the little map between levels and even the tunes (on 128K) – but they didn't quite manage to get it all working together at the right speed. It slows down horribly when you're going under the 'tunnel' parts. And the multiloading is hardly endearing either. All the same, it's perfectly playable, but things like *Chase HQ* have cruised past it (in the overtaking lane probably).

★★★

When pulling away from a standstill (at the start or after a crash), accelerate nearly up to top speed, then decelerate back down to half speed and change to top gear. This should improve your acceleration quite drastically. Keep your speed up by accelerating round corners and only changing down when you really have to. Keep on the inside lane round corners. You'll accelerate very fast on desert roads, so be careful.

By the way, on Turbo *OutRun*, the sequel, trying pressing *P* and the *Space* bar together for a bit of extra time.

OVERLANDER ELITE

YS OCTOBER 1988 – 9/10

Broom. It's another road-coming-towards-you driving game, but this time it's got an environmentally aware plot. Yes folks, it's the future, and the ozone layer has been destroyed by aerosols. The planet's surface has taken on the texture of a large *Ryvita* and humanity has retreated

underground. Only a foolish few remain, and they devote their time to zooming round in customised cars smuggling things. They're called *Overlanders*. Anyway, it's a driving game, so there's lots of driving to be done. Once you've run a few errands and built up a decent wad of dosh you'll be able to afford a few add-ons. These are mainly weapons for taking out other road-users, but petrol also comes in handy. There's no skidding off the road to worry about, as it's actually impossible, but you will need to keep an eye open for other vehicles and either avoid them or blow them away. It's one of the best driving games around (easily within, say, the top 100) and the financial side of things adds an extra dimension.

★★★★

MISSION ONE Devil's Straights

Select your chosen controls and start. Choose the *Crimelord's* cargo – \$12,000 worth of counterfeit money. It's worth choosing the best-paid mission as this allows you more money up-front to finance your task. There doesn't seem to be any difference in difficulty between the *Federation's* and the *Crimelord's* missions. Buy only 14 units of fuel, which ought to be plenty to see you through the level. Then buy a Turbocharger, three Bulletproofing options and six Flamethrowers if you think you'll need them for the 4WDs. This will leave you with nothing, but you'll make money destroying baddies along the way. You can now begin the mission.

MISSION TWO Snake Canyon

Choose the *Crimelord's* cargo, the kidnapped official (\$16,000). Provided you take heed of the tips below on how to cope with the various gangs, along with the \$6,000 bonus from the last level and the \$8,000 you get up front from this one, you should have enough to purchase the following – 20 units of fuel, armour plating and superbrakes, and spend the rest of your money on weapons, extra lives, bulletproofing and/or battering rams at your leisure. Choose wisely, and then drive.

MISSION THREE The Darklands

Choose the Federation's offer of \$34,000 to transport plutonium. (It's not as bad as it sounds!) Half of this, along with your previous missions, should give you \$25,000. You should have enough for the following – 20 units of fuel, a leanburner, wheelblades and once again a selection of extra bits and pieces. Off you go...

MISSION FOUR The Gutter

Choose the Crimelord's cargo of illegal drums in return for a whopping \$60,000. Now that you've bought all the permanent items illuminated on your dashboard, all that remains is to buy all the goods you use up, like the weapons, lives, rams etc. (I'm not going through them all again.)

Roadhogs Bump them off the road into the wrecks, or wait until they get ahead and blast them.

Kamikazes You'll be okay on the left-hand side of the road, but watch out for corners. Also watch out for the bikes, 'cos they sometimes brake when you're behind them. As you gain more money you can buy armour plating to stop them.

Crawlers Try to stay on the opposite side of the road to them, weaving in and out of their shots. Or slow down and shoot them.

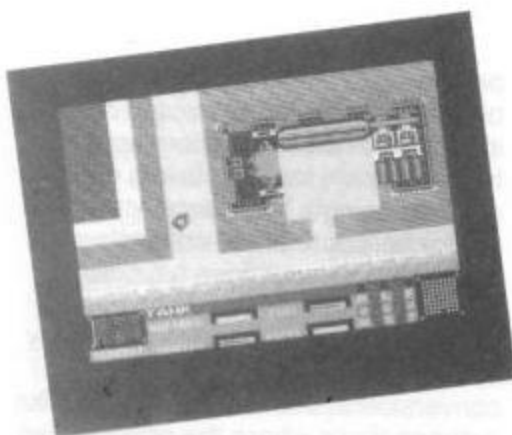
Offroaders As soon as these Four Wheel Drives appear, start firing your gun and quickly sweep across their path. As you progress through the levels they get tougher. Try to avoid them or take them out with special weapons.

Roadblocks These start appearing on Level Two. Slow down and weave to avoid them.

PANZADROME ARICLA SOFT

YS JANUARY 1986 – 7/10

It's a maze game, really, with tanks. The trouble is that yours is a bit crap, and unless you find some decent add-ons for it pretty sharpish you'll probably get wiped out by the baddies. The first thing to get hold of is a good dollop of Polycrete, which will repair holes in the road left by the enemy. Weapons also come in handy



Panzadrome: It gets through petrol a bit, but parking's a cinch.

against the Reds. Although it was pretty well received originally, and may still provide amusement for a short while, *Panzadrome* looks a bit on the chronic side right now.

★★

The cheat? Put Caps Lock on and load the game as normal. Then type TONE THE BONE on the title screen. There will be a beep after each keypress. You'll then start the game with, well, everything really.

PIPE MANIA EMPIRE

YS JUNE 1990 – 90°

Pipes are pretty exciting things anyway, but once they're used as the basis for a puzzle game they get really thrilling. *Pipe Mania* is one of those pretty simple puzzle games where you get a grid which you have to fill with squares. The squares in this case come from a dispenser to the left of the grid, and they contain sections of pipe which can be joined up to make one long pipe. The longer you make the pipe the better, as after



Pipe Mania: Well, here's the high score table, anyway.

a while 'floozy' starts flowing along it. The further it gets, the more points you get. On later levels other bits and pieces begin to crop up – one-way pipes, reservoirs (which delay the floozy), bonus sections and, erm, loads of things. There's also a two-player option where you've got to work together (if possible). It's fast, frantic fun. Honest.

★★★★★

Here are some passwords (probably all of them, in fact)...

LEVEL	PASSWORD
Five	DISC
Nine	NAIL
13	ONCE
17	ROPE
21	PENS
25	SLIP
29	EACH
33	RISE

And here are a few general tips...

- Change the mode to One Player Expert, as you can use the lower dispenser repeatedly without wasting time bombing.
- Don't panic! Take the time allowed to construct masses of pipeline. Then panic when the floozy starts to flow.
- Don't use Enter to speed up the flow as you may wish to change some piping when you thought you'd finished.

QUAZATRON HEWSON

YS JUNE 1986 – 9/10

Strategy and blowing things up always make a winning combination, all the more so if they're done in 3D with lots of little robots and things. So it's lucky for *Quazatron* that that's what it's all about. You control a little dustbin-like robot called KLP-2 (or Klepto as he's known to his mum) who's got to clear the city of *Quazatron* of hostile robots. There are add-on bits to collect and you can even 'grapple' with other robots. This is not as suspect as it sounds, and involves a little puzzley sub-game with lots of coloured things. The graphics are detail-packed, there's blasting a-plenty and it's almost

possible to forgive it for being a Commodore 64 conversion. It's great fun, but a bit tricky to get into. If you've got an hour or two to spare, though, give it a go.

★★★★

To ease you into it a bit more gently, here's a comprehensive guide to, er, Quazatron.

If you start on the Yellow Level (at the top of the city) you'll find it easy to clear the whole level. In order to gain the advantage when grappling, switch to that mode once or twice. Then go to the green level which is below the yellow one on the right. Grapple with an R5 droid and nick its disruptor shield. Now you'll be able to move to other levels without having to worry about being destroyed by disruptor weapons (the ones that make a blue flash). On this level, try to grapple for a disintegrator. This weapon and the shield use loads of energy, so don't use them unless you really have to.

If you need a power top-up at any time, and there's none to be found, switch to grapple mode and grab the first droid you run into. Now take his power source. If you don't have a powerful gun and you find yourself on a crowded level, keep away from the edges, otherwise you'll get trapped there and run your energy down.

Grappling can take a while to get the hang of, so here's how it's done. Firstly, always choose the best side before you start. In the first grapple you only have three wedges to shoot. Wait until the droid you're grappling has as many wedges as you. When the timer reaches 50 secs, start shooting. The best side to choose is usually the one that has the more clear lines, with no 2 to 1s. Never choose a side with too many dead lines. Lines that split 1 to 2 are very handy, especially if the lines touch blocks of your opponents' colour. Let your opponent shoot and waste his shots before you start having a go.

RAMPAGE **ACTIVISION**

YS MARCH 1988 – 6/10

It sounds ideal really – you're a giant gorilla (or a werewolf or a dinosaur), and to score points you've got to eat

people and smash up buildings. Even better, up to two other people can join in, and you can tough them up a bit too. There are loads of levels (which get increasingly hazardous – watch out for helicopters and collapsing buildings). So why does it get so boring so quickly? It's nicely programmed, the graphics are neatly done and it's generally a good conversion of the coin-op original. But perhaps that's where the problem lies. The whole concept of the thing means that there just isn't enough to, erm, get your teeth into. Once you've got the hang of it, death is usually due to your joystick not reacting quite how you'd intended rather than a legitimate cock-up. Repetition sets in, closely followed by terminal tedium and a swift stab at the reset button.

★★



Rampage: Grr! Toothache makes me mad! (Erm, right.)

On a one-player game, punch the open windows and then destroy buildings. On a two-player game, one player should attack the windows while the other concentrates on demolishing buildings. On a three-player game, one player takes the windows, another smashes up buildings and the last takes out helicopters, cars, tanks, etc. It's possible to jump and punch in mid-air, which is handy for getting low-flying helicopters.

RAINBOW ISLANDS **OCEAN**

YS APRIL 1990 – 94°

Whoever got the job of converting *Rainbow Islands* to the Speccy must

have thrown a wobbler when they heard what it was all about. Rainbows? On a Spectrum? You've got to be joking. So what we've ended up is a game called *Rainbow Islands* completely in colour – apart from the rainbows. Hmph. The game itself is a sort of sequel to *Bubble Bobble*. This means it's one of these weird cutesie Japanese games where it's a bit hard to tell what's meant to be going on. You work it out eventually though, and it transpires that you're a small (cute) character who bounces around the screen firing rainbows. These can either be used to kill baddies (of which there are loads) or to climb on to get higher up the screen (the object being to get to the top). There are plenty of different levels, each one with a definite 'theme' such as insects, monsters or toys. There's lots to shoot, masses to collect and plenty of fun to be had. It's a bit girly, but great to play all the same.

★★★★★

There's no real cheat in the game as such, but bear this in mind – when you reach a bonus stage, climb up a ladder of rainbows straight into the top left corner of the screen and jump around a lot, firing rainbows a-go-go. Your points will go shooting up.

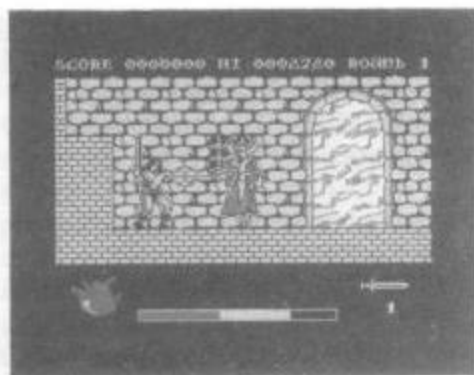
RASTAN **IMAGINE**

YS JUNE 1988 – 9/10

There are absolutely loads of these 'dashing about chopping people to bits' games around, but *Rastan* is probably the thingy of the roost. It scrolls in all directions and *Rastan* (the bloke you control) is pretty versatile, climbing up and down ropes, hacking things to bits with his sword (or a variety of other weapons), jumping over things and generally looking macho. The graphics are, well, really good – big and with heaps of colour. And the playing area is huge (the fact that it multiloads goes without saying, of course). *Rastan* just shows how successful a coin-op conversion (which it is) can be on the Speccy.

★★★★★

When you get to the wizard, wait until



Rastan: *Er, would you mind if I cut your head off? I thought you might.*

he stops flashing and then walk through him, firing all the time. Stay just out of range of his rod and, when you get to the other side, hit him three or four times. As if by magic, you're moved on to Stage Two.

To do a downward stab, jump off a high platform and press Down and Fire. (This is handy for killing bosses.) If you find you can't pick up icons, this probably means you're invisible.

If playing fair sounds like too much hassle, how about a cheat? When loading the game, wait until it says 'Searching for Round A' and fast-forward the tape to any level you like. If you decide to start on Round A, press BREAK when Rastan is falling, press BREAK again and restart. You'll have infinite energy, but watch out for energy bolts as these will hurt you. And on the second part of Round A avoid getting any extra weapons as these will cancel out the cheat mode.

RENEGADE OCEAN IMAGE

YS OCTOBER 1987 - 9/10

There are so many beat-'em-ups knocking around these days that it's practically impossible to pick an absolute, utter 'best' one. But *Renegade* (or one of its sequels) is probably the one that would spring to mind first. It's got lots of different levels, and each one is populated by a different breed of baddie. Some are relatively tame, and just sort of stand there waiting to be 'taken out', but there are some really mean ones too, some carrying whips and guns and others riding motorbikes and some

particularly tough end-of-level baddies. As is usually the case with this type of thing, your mission is to rescue a female. Everything's brilliantly drawn and animated (especially the knee-in-the-groin move which is always a winner). If you only ever buy one beat-'em-up, erm, you're probably very sensible. But *Renegade* (along with its sequels) comes highly recommended.

★★★★★

LEVEL ONE

Pick a bloke and punch him three times, and then, when he bends over, walk into him and press Fire. You'll then grab him by the shoulders. Resist the temptation to plant one in his nether regions and then try to do a back kick. He'll be hurled into the air and will land on anyone standing behind. Alternatively, lure people toward the edge of the cliff and kick them off it.



Renegade: *Tsk! It's their own fault, you know. There are plenty of jobs around. They're just lazy, that's what I say.*



Renegade: *Er, lads. Please. It was just a joke.*

LEVEL TWO

The quickest way to kill people is to knock them over with a flying kick,

kneel over them and punch them a few times. Knock off the bikers with flying kicks.

LEVEL THREE

Hit everyone at least once so you can have a go at Bertha and then go back and finish them off. At the end, get as far back from Bertha as you can and then use a flying kick when she comes at you.

LEVELS FOUR & FIVE

Keep to open spaces as much as possible. At the end of Level Five, when the boss fires his gun, kick the man closest to you and sit on him. Punch him slowly until the bullet has gone over your head. Do the same for the rest of the men. There is an easier way - wait until the boss fires and pause the game. When you restart the bullet will be stuck in mid-air.

ROAD BLASTERS US GOLD

YS OCTOBER 1988 - 8/10

The arcade version of this appeared in the arcades at about the same time as *OutRun* (or was it slightly afterwards?) and although it improved on *OutRun* by letting you shoot things it never really enjoyed the same cult status. In fact it hated it. The Speccy conversion fared in much the same way, becoming pretty popular but never really hitting the big time. It's got a slightly cobbled-together look about it. The graphics are all black on green, perhaps not the best choice of colour, and are a bit minimalist, but they're neatly drawn all the same. The road waggles around nicely, but scenery is a bit scarce. But it plays well, with the shooting and the collectables saving it from certain death. If you want flashy graphics and big names, go for *OutRun*, but those after a bit more action and speed would be better off with this one.

★★★

VEHICLES

Stringers Line yourself up behind and blow them away or, if there are several, spray the whole road.
Command Cars Don't bother to

shoot them just zoom past.

Rat Jeeps See Stringers.

Cycle Spray the lane its in or line up carefully behind it.

Mines Just watch that warning light and keep your eyes open in the middle lane (unlike the arcade on the first levels).

Spikes Avoid them.

Toxic Spill Just drive around it.

Turrets Blast with the Oz cannon or try with normal laser.

WEAPONS

Cruise Missiles Line up behind a lot of cars and press the Fire button.

Nitro Injectors Use them just before you're about to go into the reserve tank so that you get to some more fuel, hopefully before the main tank runs out.

UZ Cannon Use to blast turrets and cars on corners.

Electro Shields Only use when you're about to be mutilated or blasted.

ROBOCOP OCEAN

YS MARCH 1989 - 8/10

Well, the film was good, if a bit yucky. And the game's not too bad either actually. Not that it would have mattered much. It sold loads of copies, despite the film being a firm 18 certificate and the majority of impressionable Spectrum owners coming in at some way below that age. It's not quite the stunner of a game it could have been however. Whoever thought it up has gone for a bog-standard scrolling shoot/beat-'em-up, with you controlling Robocop as he blows away row after row of baddies. That accounts for about half of the levels anyway. The rest are bits from the film's plot - puzzley bits, shooty bits, that kind of thing. It's all very well put together, and very playable, but it doesn't really take full advantage of the licence. It might have been nice, for example, to have been able to take control of ED 209 (a serious fighting machine) for part of the game and try a bit of serious destruction. But no. All the same, you can't fault what's there, and it makes a tidy fillum tie-in.

★★★★

Let's have the cheat first, eh? Hold down the keys ED 209 to get to the next level.

And now here's a hefty battery of assorted tips that should have everything covered, starting with a guide to the range of baddies you're liable to run into...

Kung Fu Punks These guys do flying kicks at you, which can be avoided by ducking when they jump at you. They'll land on the other side and you can shoot them in the back.

Punks with Guns A real pain in the bot. They appear from windows or on the ground. Sometimes you can dodge their bullets, but watch out 'cos they fire low.

Chainsaw Psychos These real mean dudes cut pieces outta you with their 'hedge trimmers'. Shoot them as soon as they come onto the screen, 'cos they need loadsa shots to kiss 'em goodbye. They hit you once and walk away. Shoot them in the back 'cos they come back.

Bikes These appear on Level Three. They ride straight at you, so fire as soon as you see them. Just like the chainsaw psychos they come back, so finish them off early.

ED 209 This big boy appears on Levels Six and Eight. You have to punch him in the face, but time your punches 'cos he can remove your head quite easily.

Clarence Spookily, there seem to be two Clarences on Level Eight. Still, he's quite dangerous as he carries one of those megaguns which takes a chunk out of your energy. You can't duck from a fireball but if you pop his clogs you can nick the gun.

WEAPONS

Normal Bullet Two shots to kill.

Triple Shot Fires in two directions, two shots to kill.

Fireball Megagun shots, one to kill.

GENERAL TIPS

- Keep on the move.
- Aim before firing.
- On the hostage screen, shoot the baddie's arm. You'll know when you've hit him 'cos he'll flash. On the other hand, if you've got loads of energy you can blow away the

woman then shoot the man (yuk yuk).

- Finish off the baddies quickly 'cos otherwise they'll come back.
- On the ID section don't panic, just look closely at the details.

In case you're still in any doubt, here's a level-by-level guide...

LEVEL ONE Street

When starting, duck and fire, thus avoiding being shot by the first lot of thugs. The men with the big weapons are tough. Don't shoot all window thugs as this wastes time and ammo.

LEVEL TWO Hostage

Shoot the mugger's elbows, whereupon he'll flicker.

LEVEL THREE Street

Same as the first one. Don't shoot all window thugs, and conserve megabullets. If bikers get past you they come back on the other side of the screen.

LEVEL FOUR Photofit

Mix Emil's face and make a match. Watch the chins because most of them look the same.

LEVEL FIVE Drug Factory

Shoot all the thugs as quickly as possible and collect ammo and food.

LEVEL SIX ED 209

ED shoots two round salvos and then pauses; get close to him and wait until he fires, then jump up and smack him in the gob twice and duck. Do this two to three times and he'll blow up.

LEVEL SEVEN OCP Lifts

As in Level Five, shoot all thugs and move on.

LEVEL EIGHT Thugs

Same as above. Shoot all thugs and use lifts. Then meet Clarence at the end. Watch out for his Megagun.

LEVEL NINE Dick Jones

Same as Level Two - shoot at his elbows.

ROLLING THUNDER US GOLD

YS MARCH 1988 – 9/10

Oh crikey. Another arcade conversion, this time of a fairly standard walk-along-and-shoot-people game. But it's been nicely done and met with much popular acclaim (from Phil, anyway). As usual, you've got to rescue a group of undeserving hostages from an underground fortress (proprietor – the evil Geldra). The only way to do this is to shoot hundreds and thousands of baddies. There are lots of different levels, obstacles, enemies and all that sort of thing and everything's fast, slick and groovy. It's p'raps not quite the Megagame it once was, but *Rolling Thunder* still looks very impressive, if a bit run-of-the-mill.

★★★★

Get the bullets at the first opportunity, as they certainly come in handy. Fire about six shots and follow them until they hit something. Jump or duck to avoid bullets, and don't fire wildly as you'll need to conserve ammo.

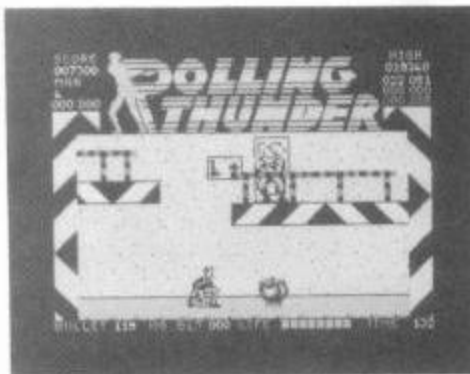
Memorise the positions of guards, and what sort they are. Keep moving, otherwise you won't stand a chance.

There is, of course, a cheat mode. To activate it, select Sinclair joystick and type in JIMBO. Then select keyboard or joystick and you'll be invincible when you start the game.

R-TYPE ACTIVISION

YS JANUARY 1989 – 9/10

It's hard to come up with things to say about these horizontally-scrolling shoot-'em-ups, as they're all very nearly the same. Apart from *R-Type*, that is, which is in a class of its own. The original arcade machine was an absolute cracker, the sort of thing that really ought to be impossible to squeeze into the Speccy. But, as always, they managed it and the results are really quite impressive. The graphics are so colourful and generally enormous that you could wallpaper your bedroom with them. All the add-on weapons from the original are there and, if you collect them all, you get to be about twice the



Rolling Thunder: *Romeo, oh Romeo! Wherefor art thou, Romeo?*

size of the screen and totally invincible. It's also got that sneaky firing system where your shooting power gets greater the longer you hold down the Fire button (so you can either have lots of little shots or a few big ones, or something in between). A top-notch conversion of an even top-notch arcade game.

★★★★★

For the most part, success is a question of keeping at it. But some tips for the end-of-level nasties may well be handy. So here are the first five...

One This one is relatively easy – simply shoot the eyes for extra points. When the green head appears, shoot it repeatedly.

Two Keep out of the way of the snake! Shoot the segments on its body until you come to the nest. On top of the nest a blue bubble expands and deflates. This needs to be shot. Or, better still, fire the add-on into it and hold it there until it blows.

Three When you come to the end of the mothership there's a bit on top which moves in and out and then fires. Shoot the add-on out and guide it into the purple bit, and fire to your heart's content.

Four This is pretty dangerous. When it separates into three, the green joining bulbs show. Shoot these to blow it up, but beware of the other parts as they can easily trap you.

Five This is covered in balls of what looks like frog spawn, which explode

when shot several times. The alien ship itself explodes fairly easily. The best way is to shoot the add-on into the middle of it and fire like crazy.

Righto, and now some general tips.

- Never stop blasting, but be careful not to crash into the scenery whilst whizzing around (but you probably guessed that anyway).
- Blue plasma bolts destroy enemy bullets.
- The probe and other add-ons can be released from your craft by hitting the space bar. This is useful for clearing out a path.
- Keep the probe behind you on Level Two to give the worm and blob a headache.
- Blast missile silos with the blue plasma bolts. (Hold down Fire and release.) Don't panic! If you have a lot of special weapons you should find the task a bit easier. If not, remember that you're equipped with a blue plasma ray anyway.
- Depending on whether your extra add-ons are in orbit on the probe or on your back or front, they do different things.

THE RUNNING MAN GRANDSLAM

YS JUNE 1989 – 90°

Erm, it's a beat-'em-up. Mind you, so was the film, so maybe they've got an excuse this time. The plot's worth a quick peek, actually. Arnie (or whoever he's pretending to be in the film) is a helicopter-flying policeman in the future. After doing something a bit naughty (which actually wasn't, but that's the future for you) he gets to appear in a TV game show called *The Running Man*. And run he has to, because it's not a very nice programme at all. The trouble is, he's meant to get killed. Naturally, Arn's got other ideas, so off he goes, beating up people and dogs, picking up things to hit them with and generally hoping he gets out alive. With a bit of help from you, he will, but you've got lots of levels to get through first, and between each one there's a logic puzzle to be sorted out. But does it stand up as a game? Yes, really. It's nothing new, but it looks a lot nicer than most other beat-'em-ups

and plays better than lots of them too.
★★★★

Dogs These can be a real pain in the bum sometimes. Try jumping over 'em and legging it or kicking them in the mouth. The latter is best because you get some energy back.

Sub Zero This guy's not too hard. All you have to do is run straight at him jumping the pucks, leap past him, turn around and kick him up the bum. Repeat this until he dies.

Dynamo The hardest of the lot. If you want to blow the fuse on this scumbag you'll need the weapon that looks like an Olympic torch. Duck and jump over the electric bolts, get behind him and hit him to your heart's content. Or at least until he runs away or dies.

Fireball No sweat. Just duck under the flames, beat the hell out of him or throw the brick at him.

Guards These appear in the last level. What you have to do is pick up the gun and waste them. Just watch out for the bullets. Quite simple really.

• After all that hard slogging you'll come up to Killion. All you have to do is kick him until he dies.

SABOTEUR II **DURELL**

YS MAY 1987 - 9/10

It's sequel time once more, and again there are no prizes for guessing the predecessor. *Sab II*, like so many other games, is a beat-'em-up, but it's a multi-screen one (there are 700 of the things) in which you're given a series of increasingly tricky missions to carry out. You're actually a ninja of the female variety who's set out to avenge the death of your brother who was killed at the end of *Sab I*. The obvious way to do this is through the use of violence, so you hang-glide into the enemy's base and begin beating up giant robot guards and pumas. The graphics are generally superb, especially considering the amount of them that're packed in there, and there's a corking 128K

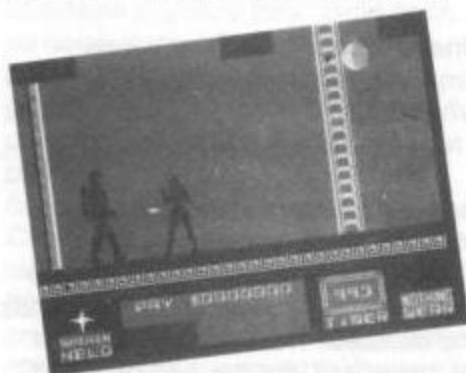
tune as well. And on top of all that, *Sab II* is massively playable. This is partly due to the enormous playing area, partly due to the smooth, non-stop action, and partly due to that certain intangible something which makes a great game truly triff. Along with *Sab I*, it's just got to be given a go.

★★★★★

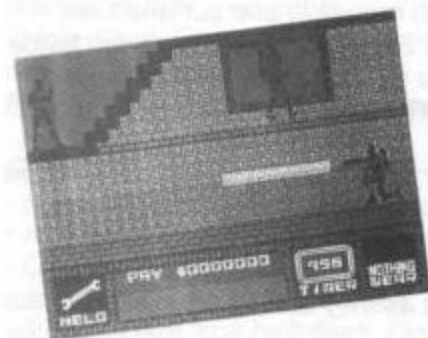
In order to get past Level One you'll either need to slog away at the game for hours, or cheat and find out the passwords from somewhere else. So what's your chosen course of action, eh? Thought so. Sigh. Here they are, then...

Level Two	JONIN
Level Three	KIME
Level Four	KUJI KIRI
Level Five	SAIMENJITSU
Level Six	GENIN
Level Seven	MI LU KATA
Level Eight	DIM MAK
Level Nine	SATORI

Once you've finished wrestling with your conscience over those, there's also a rather peculiar cheat as well. To activate it you'll need to go to a



Saboteur II: Er, excuse me. Could you tell me where to find the, erm, you know....



Saboteur II: Ha. Missed.

certain room and do a certain thing. Here's how...

Don't let go of the hang glider at the beginning. Hang on in there (groan) until she lets go by herself. Then go left, up, up, left, drop off the edge, left, left, down, down, down, right, drop off edge, left, down the stairs, kill the guard and walk left until half of her body is touching the first crate. If you now push down you'll enter a room with a sort of treasure chest. When you leave the room you'll be invincible, and the androids can do what they want to you without making a scratch.

THE SENTINEL **FIREBIRD**

YS JUNE 1987 - 9/10

Very few Speccy games are truly spooky. In fact, there's only one - *The Sentinel*. It's this really weird strategy game where you've got to control a robot in a ghostly 3D landscape and try to get him to 'absorb' the Guardian on each level before the Guardian absorbs him. He can also absorb trees and rocks for extra energy. In order to absorb something, or move onto a new square, the robot's got to be higher than it. This can mean serious headaches, but a neat trick is to build up a pile of rocks and then stand on top of them. Having beaten the Guardian you move onto the next of the 10,000 (!) levels. The atmosphere is spine-chilling, helped mainly by the superb 3D graphics which should be enough to put the spooks up anybody. And the strategy element turns it into a mega-challenge which could last for months. They've even found room to squeeze in some nice multi-channel ditties!

★★★★★

It's a bit much, really, expecting you to struggle through all 10,000 levels all by yourself. So, as printing all 10,000 codes would be a bit over the top (and we don't know them anyway, being a bit crap), here's a selection from the full list...

Level 0110 - 55877549

Level 0502 - 79386674

Level 1007 - 38345983

Level 2013 - 69562723
 Level 3013 - 70042997
 Level 5012 - 56969520
 Level 6020 - 41129009

SHINOBI VIRGIN

YS NOVEMBER 1989 - 71

Encore un beat-'em-up, and it's getting very hard to come up with interesting things to say about them. *Shinobi* is particularly tricky in that respect as it's very run-of-the-mill indeed. Ooh, hang on - the plot. What you've got to do is rescue a bunch of trainee ninjas who've been captured and spread across five levels, each level being split into three or four stages. Apart from that, though, and the fact that it's not strictly left-to-right (you can go up and down as well), *Shinobi* is struggling to peer above the rest of the crowd. Graphically it's nothing special. The sprites are all a bit weird, to tell the truth, with appalling posture and dreadful animation. The backgrounds are only average. And the range of moves available is very limited, only helped by a never-ending supply of shurikens to hurl at people. Despite all this bad news, though, *Shinobi* plays okay, and rescuing baby ninjas actually gets sort of addictive after a while. So it's not as bad as some, but it hasn't got an awful lot going for it.

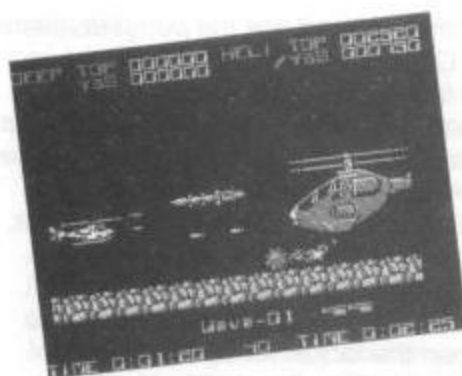
★★

Nya ha! A sneaky cheat! Redefine the keys as G, R, U, T and S (which spells STURG backwards, in case you hadn't worked it out) and a message will pop up at the top of the screen saying 'Hello Cheeky'. Then redefine the controls again to your 'usual' and you'll have infinite lives!

SILKWORM VIRGIN MASTERTRONIC

YS JULY 1989 - 90°

Really, really, really good scrolling shoot-'em-ups are a bit scarce on the Speccy these days. No - really, really, really good ones. There are lots of really, really good ones, but only a handful of really, really, really good ones. Having got that straight, the next thing to point out is that *Silkworm* just about sneaks into the



Silkworm: Look, this is a one-way street. Yeh an' ahm only goin' one... ouch! Take that!

latter category. While at first sight it looks a bit conventional (perhaps only really good, or maybe even merely good) it begins to grow on you when you realise that with the two-player option turned on you can fly the helicopter (which is the main shooting thing) while your chum takes control of a jeep that trundles along the ground underneath. The enemy consists of a vast array of wacky helicopters and things, the larger of which are very impressive indeed. There are extra weapons, of course, the majority of which are obtained by downing end-of-level baddies. An all-out corker, which only just falls short of being a really, really, really, really good shoot-'em-up.

★★★★★

Tips? You'll need 'em...

- For a start, don't use autofire 'cos it's far too slow and you'll have no chance against stubborn obstacles that take a while to blow up.

Pounding as fast as you can on the Fire button is the only way to stay alive, and ten times more effective.

- When you shoot the flat saucer things with the helicopter a bubbly thing appears. Run through it for a temporary shield against missiles, or blast it for a smart bomb.

- When the big gooseneck helicopter is about to assemble, shoot the flashing propellor bit for another smart bomb. Shoot the 'copter from above and below when it's assembled. If you haven't already got double fire, this'll get you it.

- The big 'mutha' of a helicopter at the end is no prob. Blast its weak spot, but watch out for massive missiles. If

you just shoot the weak spot you can blast it before it's even fully on the screen. Keep the jeep firing straight ahead 'cos this monster fires bombs.

- Never have the jeep shooting itself or you're prone to anything.
- If the jeep and chopper stay in the bottom left-hand corner, keep firing. Nothing can get them. Beware of the jets on Level Five onwards.
- After the eleventh level you get a very nice display and a message about peace and peasants.

SNOOPY THE EDGE

YS MARCH 1990 - 88°

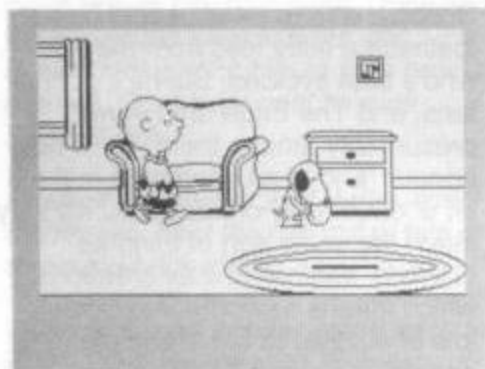
Snoopy, eh? To most people he's a loathsome fluffy relic from the 70s who's best avoided. But he's got his fans, and The Edge are (were) presumably among them. So in his honour (and in an attempt to make a bit of dosh) they created this. It's very much the same sort of thing as *Garfield*, another of their creations, which means monochrome piccies, lots of puzzles to solve and plenty of general cuteness. All your 'favourite' characters are there, whatever their names are, so you certainly won't be disappointed in that respect. And, really, things are pretty nifty. There's plenty to do, lots to see and overall it's damned close to the original cartoon. The only problem is that, as with *Garfield*, the game seems strangely 'devoid' of something.

★★★★

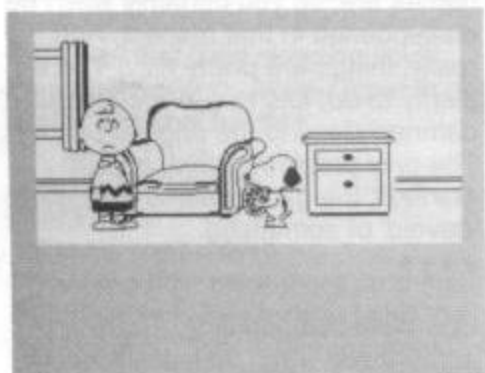
Complete solution time. There are actually two ways (at least) to finish the game. The first is this...

Pick up the bowl, eat the food and drop the bowl. Next, go into the kennel, pick up the typewriter, go outside the kennel, type a letter, put the typewriter back into the kennel, pick up the letter and give it to Charlie Brown. Pick up the cookie jar and eat the cookies. Make your way to the river bank, stand quite close to the frog and catch it in the jar. Drop the jar. (Notice the barrel bobbing up and down.) Next find the football (usually outside the school). Stand on the river bank and throw it in the water. Next find the catapult (usually under

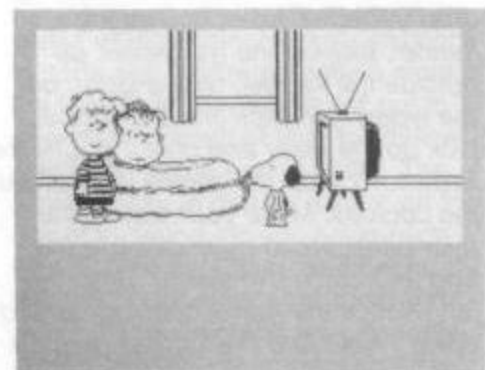
the apple tree). Timing is very important here. Jump from the bank onto the barrel and immediately jump into the next screen. Jump from the stump to the ball, then onto the barrel and then into the next screen and onto the river bank. (Phew!) Use the catapult to shoot at the balloons until you see the pump appear on the ground. Drop the catapult and pick up the pump. (Don't worry about jumping all the way back, just walk into the water...) Now drop the pump under the tree with the kite in it. Go to Linus's place and take the rubber ring from Lucy. Note – be careful not to drop the ring, as it can only be dropped once. Drop it just at the left



Snoopy: What plonkers!



Snoopy: That ceiling needs painting.



Snoopy: Okay, so Neighbours is boring...

of the tree and use the pump to inflate it. Go as far left as you need to, turn to face the ring and then jump, making sure you jump immediately as you land through the rubber ring. Now take the kite and either give it to Charlie Brown or, if that doesn't work, drop it by the scoreboard. When Charlie Brown flies the kite he will drop a key, which should be used to open the locker with the bit of towel showing. Finally take the towel to Linus and give it to him.

That's the first solution. To try it the other way, do everything in the first solution until you get to taking the pump. Drop the pump by the scoreboard. Get the rubber ring from Lucy and drop it between the rain-cloud and the scoreboard. Inflate it as before and drop the pump. Walk as far right as needed, face the cloud and jump, making sure you jump again through the rubber ring. Pick up the brick and throw it at the apple, which should be given to the teacher. Take the whistle and blow it to wake Peppermint Patty. Drop the whistle and pick up the scissors. Use them to open the parcel on Charlie Brown's doorstep. Take the bust and give it to Schroeder round at Linus's place. Walk towards Lucy and keep going until she disappears. Go back to the kitchen and you'll find the towel on the floor under the washing machine. Give it to Linus.

SOLOMON'S KEY US GOLD

YS NOVEMBER 1987 – 9/10

It's not often that Snouty gets so worked up about a game that he forgets to eat for two weeks in a row. He was really getting quite serious about Solomon's Key. And it's not hard to see why. The concept's a bit tricky to explain, but it all revolves around making and destroying platforms, collecting things and avoiding baddies. On each screen there's a key which you must reach to unlock the exit (it's usually about as far away as you can get on a Speccy screen from where you start, of course). The screens are so cunningly designed that it takes absolutely ages to work out how to solve them, but once you've done

them once you can rip through them in no time (apart from screen five, which is an absolute...). It's massively addictive, it really is, and another 'must'. Blimey, at this rate you won't have any money left to spend on Praline Crisp flavour Milka bars (which are really nice).

★★★★★

It's mega-tips time. Here's a complete guide to the first seven screens (after getting through those, you should have things pretty well sussed)...

SCREEN ONE

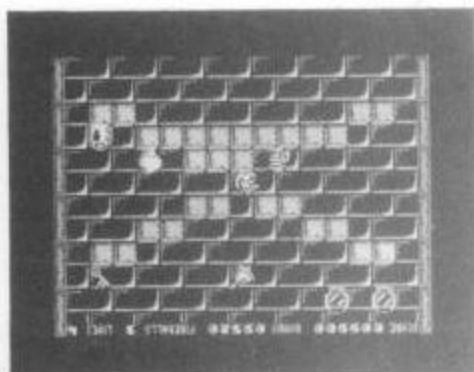
First whip the left-hand brick out from under the guard as he walks along the platform. Then duck/fire, fire, duck/fire, fire, duck/fire, fire. Get the key and work your way up to the exit. Get the gems on either side of the screen if you must, but don't worry about them. Enter the centre block from the side and get the three trinkets, not forgetting the other three hidden in the bricks underneath. Then wait for the bird to bounce off the wall on your side and pass you, and jump on the platform behind him and scoot to the exit.

SCREEN TWO

Step forward one brick and fire. The animal will walk towards you and drop down the hole. Duck/fire and step forward and fire. The same thing happens. Now duck/fire, step forward, jump/fire, fire and the creature will fall down again. Now repeat the last sequence and the creatures will begin falling down the centre of the screen. Cross the gap by placing a brick in it, stepping over and then removing it again. Then you're free to get the key and get out.

SCREEN THREE

First place two bricks in the right-hand corner of the compartment. Wait until the fireball goes over your head. Jump, fire, jump, fire and you're through the next bit. Go through the wall and duck/fire, forward, duck/fire and jump over the first spider as it comes for you. Wait for the second one to go all the way round and through the tunnel you just came through, and then seal it. Jump down



Solomon's Key: Well, do you think we ought to give it back to him then?

past the bird. Get the key and release the spider, jumping out of the way to let it pass. Jump down into the next bit and shoot a fireball at the guard. Get the bag and headbutt the brick under the bird. Get the trinket and climb up to the last bit. Wait until the llamas leave you enough space and then duck/fire, forward, fire, jump, duck/fire, forward and duck/fire. Then you're in!

SCREEN FOUR

Well, yes. Okay, so you can just walk straight across. But it's a good idea to spend some time rescuing the angels at the top.

SCREEN FIVE

Very tricky. As fast as you can, drop a brick in front of you, back up one and drop one beside it. (The devil will drop down and kill you if you don't.) Build a little staircase to the top spider and then build a bridge to his brick. Let him walk across it and jump over him, destroying the bridge behind you. Jump and steer yourself underneath to get the key. You'll probably get killed if you don't get off the floor level as soon as you can. Otherwise make a staircase again and this time go up and over the spider and drop down into the exit.

SCREEN SIX

Gotta be fast. Wait until the birds bounce off the bricks and the devils drop. Duck/fire, forward, fire, jump, fire, jump, fire, jump, duck/fire. Wait until the birds are out and drop down, aiming for the key, then aim to miss the eagle. Turn and shoot it with a fireball. Get the bag and the gem and then make your way up carefully to

the exit.

SCREEN SEVEN

Get the fireball bug and make your way up to the key. Having got it you must place bricks repeatedly in the way of the fireballs being thrown up by the eagles and then leap up and headbutt the bricks in your way. Then, in between fireballs, jump up and over the devil generator and drop down behind the eagle to the exit.

The rest's up to you. Oh, all right then here's the cheat mode – redefine the keys as E, B, O, R and P, and then redefine them to something a bit more useable. Da daa! Infinite lives.

SPHERICAL RAINBOW ARTS

YS DECEMBER 1989 – 88°

They're brilliant, these sorts of games. You know, these arcadey puzzley ones where there are lots of blocks on the screen, monsters to watch out for and things collect. They're even better if you can change the patterns of the blocks by destroying them and making new ones. *Solomon's Key* is a good example of this 'genre', as is *Spherical*. Lucky coincidence, eh? The story behind it makes strange reading. You (a wizard) and a chum were wandering around a castle when suddenly he got turned into a sphere of all things. This is dashed inconvenient, as it means you've got to clear a way for him to roll through 80 nasty-packed screens. Some sneaky strategy is therefore required. And if you choose to go for a two-player game you'll be presented with 80 completely different screens which require cunning cooperation between the two of you. Not only is it terrific fun to play, but *Spherical* also looks very pretty, with colour all over the shop and some giant monsters to kill. A veritable corker.

★★★★★

Surely you don't want to cheat and look up the passwords! You naughty person. Here they are then...

YARMAK
RADAGAST
ORCSLAYER

SKYFIRE
MIRGAL
GHANIMA
GLIEP
MOURNBLADE
JADAWN
GUMBACHACHMAL
ILLUMINATUS
SPACE

STARGLIDER RAINBIRD

YS JANUARY 1987 – 9/10

If there was one game that made the Atari ST as popular (undeservedly, of course) as it is today, it has to be *Starglider*. All those slick vector graphics, sampled sound effects and huge, flappy Stargliders are only possible with the enormous processing power of a 16-bit computer. Except, erm, the Speccy can do it all just as well. You'll be amazed! There're hundreds (nearly) of different types of baddies to kill, and numerous ways of doing it (a laser and guided missiles which you can actually guide, to be precise). The Stargliders themselves are absolute barsts to kill. You have to fly up behind them (without getting shot) and launch a missile at them. And this has to be done twice! Load it on a 128K and it's even better, with a sampled voice-over (sort of), super-missiles and special missions. It's hard to believe that *Starglider's* nearly four years old, but it's true!

★★★★★

Make a note of the map coordinates of your bases and the energy towers so you won't waste time looking for them. Use your laser to kill things whenever possible, saving missiles for Stargliders and those big walker things. There are lots of tips in the novella that comes in the box, so read it carefully (come on, be brave – you must have read worse ones!).

To prevent the enemy from shutting down the power lines, shoot the tops off the towers. Keep firing while refueling by coming to a standstill and turning on the spot to take aim. Watch out for Walkers when at ground level as they'll do their darndest to tread on you. If you're having probs hitting things with missiles, aim to fly straight

into them, and launch a missile just before you collide.

On the 128K version, once you get to 10,000 points you'll hit Level Two where you'll need two missiles. There's also a special mission to blow up an Egron Battle Crawler, for which you'll need two missiles. In return you'll get a super-missile. Instead of trying to find him, wait outside the base and he'll soon turn up.

And (fanfare) there's a cheat mode. First of all you'll need to get over 1000 points so you get into the highscore table. Type in your name as GBIO RGS and press Enter. The cheat mode will now be activated. To use it, go into pause mode and press any of the following keys...

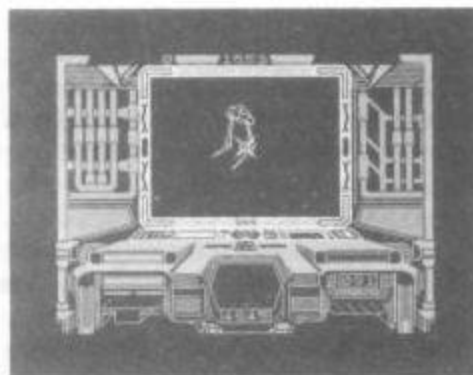
- 1 Jump to next level
- 2 Invincibility on
- 3 Invincibility off
- 4 Gives you two missiles

STARGLIDER II RAINBIRD

YS AUGUST 1989 - 85°

So you've read all about *Starglider* and this, as you'd probably guessed, is the sequel. The only real connection between the two is the plot. In the first game you were battling against the Egrons on behalf of the planet Novenia. You managed to beat them, but not entirely. Now they're back, and they're constructing a gigantic space station. When it's finished it'll blow up Novenia, so the idea is that you blow it up first. This means flying all around the Solice system (which is the collection of stars and things where the game's set), visiting planets, collecting things, blowing up things, exploring mazes, you name it. So as well as the usual lots-of-stars-coming-towards-you views, where you get to shoot spaceships and things, you get the *Starglider*-style skimming-the-planet-surface views and the going-along-tunnel views, which all adds up to a lot of different views. There's much more of an arcade adventure feel than there was with the original, which was more or less a straight shoot-'em-up, but it doesn't look quite as earth-shattering these days. A superb all-rounder.

★★★★★



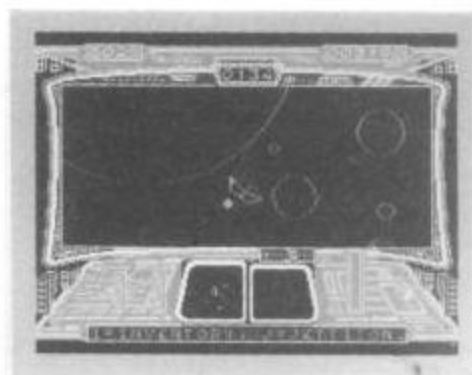
Starglider II: Shall we let him go? Nah. Dakka dakka dakka!

Okay, goggles in position, scarf secure, chocks away, let's go! (Ahem.)

When you start the game, immediately leave Apogee and Strardrive to Castron which is the moon to the Galactic Lensular south. When there, fly down a tunnel (there's one at 41-16) and turn left if you're heading north, right if south, to dock with a depot. Collect four Humbug bouncing bombs and exit the tunnel by the south opening. Refuel on the powerline nearby and stardrive to Broadway, a moon of Millway (to get there, Stardrive left past Synapse and turn to fly right of Wackfunk and you should hit it without coming too close to Millway). Once there you should spiral down to the ground at full speed (don't actually hit it) and pick up the first Emma II jetcar you see. This should be Professor Halsen Taymar who will give you the cuboid launcher which packs twice the punch of the gas lasers. If it's not him, jettison the car and destroy it and then, with or without the Professor, fly to 00-00 and drop a humbug on the projector.

If you haven't got the Professor, now is a good time to cruise around and get him. When you get him, or if you had him already, dock with a depot (41-16 or 42-77) and collect the particle lasers which use the Fire & Flee missile PicoChannel. Exit the network and fly to the same height as the Egron tugtrucks. Destroy these until you get a crate of CastroBars. Then go and drop another Humbug onto the projector and fly into space.

Collect an asteroid and Stardrive back to Apogee. Refuel (the powerline starts at 25-00) and go into



Starglider II: It may just look like lots of funny lines to you, but...

the tunnel network (same coordinates as usual). Press Y straightaway (you don't need to run through the whole message), wait until the message 'Bomb under construction' appears on your Microscreen and leave. Jettison the Emma II and Stardrive to Vista.

Once on Vista cruise around picking up a cask of Vistan wine and a flat diamond and generally blowing the hell out of everybody. Use the remaining Humbugs to blow up silos. There are no silos on Vista, so leave the planet once you have the wine and diamond and Stardrive to Dante.

This place is a hellhole. Pick up a cluster of nodules (oo-er) and head for a volcano (one at 70-70). Hover over it to refuel. Fly to Castron and replenish your Humbugs. Stardrive back to Apogee, refuel on the powerline and deliver the wine, nodules and diamond. It should tell you that you now need the nuclear fuel, Minirocket and minerals.

Are you ready for the trip of a lifetime? Stardrive to Aldos, the most heavily defended planet in the Solice system. This is a very foolhardy thing to do, so quickly locate and collect a Minirocket, a lump of mineral rock and a case of nuclear fuel. Stardrive back to Apogee and deliver these objects.

Trem should now have everything. Professor Taymar needs to build the bomb. Refuel over the powerline and Stardrive to the false moon orbiting Q-Beta. As you approach it, slow down so that you are approaching at significantly less than full Stardrive speed. Stop totally as soon as you see the ring of Minisentinals around the space station, and use the particle

laser to destroy four of them. Be careful not to aim at the space station itself, as it is indestructible to everything except the neutron bomb and you will only waste a laser charge. Once you've done that, Stardrive back to Apogee. Refuel.

Now it's a good idea to hang about nearby. First, however, you must Stardrive to Broadway or any other of Millway's moons and collect four more laser charges. Return to Apogee, refuel and wait until the bomb is built. You will receive a radio message.

Now comes the bit which needs flawless execution. Collect the bomb from Depot One and knock out three projectors in quick succession (Esprit, Questa and Westmere would be suitable). Fly back to Apogee, refuel and Stardrive to the hologram moon, using the same technique as before. Knock out the other four Minisentinels and fly past the satellite without Stardriving until you can only just see it when you turn round.

Select neutron bomb. Don't be afraid, it won't go off unless aimed at the station. Aim at the station, go to full speed and fire at the Stardrive at the same time, swerving just afterwards so you don't hit the station. Aim the Icarus at Apogee and keep going! If you have outrun the neutron bomb blast you will see a victory sequence and receive a victory message. Be warned, though: the Imperial Prator never gives up!

STARSTRIKE II

REAL TIME SOFTWARE

YS JUNE 1986 - 9/10

Starstrike was a straight-forward Star Wars clone, and was a good substitute for the original until Domark came up with the 'official' version a few years later. Starstrike II is quite (quite) different. It's the same basic idea, fly around the usual lots-of-stars-coming-towards-you universe shooting things, skimming along the surface of the planet for a while and then plunging head-first into a duct thingy, flying along it and shooting the generator at the end. However it features what must have been the first-ever solid 3D piccies on the

Spectrum, and very impressive they are too. There are also some extra bits, like moving gates to fly through and, um, some other things. It might look laughably primitive today (unlikely, though), but in its time Starstrike II was a right cracker. And, indeed, it still is.

★★★★

On the wheel stage, wait for the pentagon to be either upside-down or the right way up, then press D and it's much easier to align. On the fields, weave and dive a lot before coming near and then take your time dodging the obstructions. This way you can dodge the stars. On the next stage use the lasers as single-shot guns, as the fuel cannisters will have less chance of being hit. Then wait for it to stop moving before going in on it. On the trench stage, weave a lot and blast everything.

You'll be relived to hear there's also a cheat mode. Pause the game and type HEAR AND OBEY (with spaces). Then press Q, W or E to top up you Laser, Fuel or Forcefields.

STORMLORD

HEWSON

YS JUNE 1989 - 93°

Hewson seem to have this knack of only ever producing utter corksers (apart from a few crappy ones that slip through the net). This is largely due to the fact that they've got Raffaele Cecco, the chap who wrote Exolon, Cybernoid and all that sort of thing, chained up in the basement. And, in fact, Stormlord is one of his too. It's more of an arcade adventure than any of his previous stuff, but still has the stonkingly colourful graphics and finely tuned playability that Raff is known and loved throughout the world for (probably). It's all about fairies (naked ones, mostly), but don't let that dissuade you because it's an excellent game with plenty of puzzles to wrap your grey matter around. And once you've done that, how about moving on to Stormlord II?

★★★★★

LEVEL ONE

Go left and collect the key. Go right, past the worms, open the door and

use the first springboard. Get the fairy. Use the springboard. Get the brolly and the second visible springboard. Go right through the rain and the dragons. Get the fairy, go left and use the springboard. Go left. Get the honey pot. Go right and swop the honey pot for the keys, diverting the swarm of bees. Get fairy from chamber. Go right, through the eggs. Open the chamber door, get fairy, use springboard. Go right. Get honey pot. Go left and swop honey pot for brolly, diverting bees. Get the key and go right. Ignore the first door and open the second. Get fairy.

LEVEL TWO

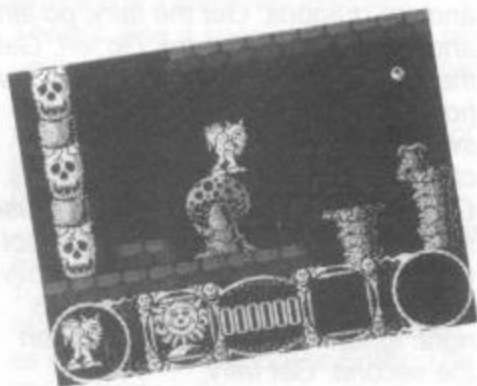
Go left and get the key. Go right, through pawns, and open chamber. Get fairy. Go right through second pawns. Get shoes. Go left. Use first visible springboard. Go left. Jump over high wall. Go left. Swop shoes for brolly. Use springboard and get the fairy under rain. Go right through dragons and disintegrate the platform that the key is on. Get key. Go left, open the door and use the springboard. Get the fairy, go right and use the springboard. Go right, through eggs and flies, to get to honeypot. Go left as far as possible and swop honeypot for key. Get fairy. Go right, open chamber door and get the shoes. Go left, jump onto the high ledge and get the fairy. Use the springboard while pressing to the right to avoid flytrap. Get fairy.

LEVEL THREE

Go left through knights and get key. Go right through knights and use springboard while pressing Right. Open door and get fairy. Drop down and go right, through knights. Get shoes, go back and use springboard. Go left and jump over high wall. Swop shoes for key. Open chamber, get fairy and use springboard. Go left a bit, collapse chamber roof by standing on it and get the fairy. Get key, go right through files and open chamber doors. Get fairy, go left and get shoes. Go right and get fairy in high chamber. Use springboard, get fairy, use springboard and get honey pot. Go right through dragons and divert swarm. Get fairy.

LEVEL FOUR

Go past eggs to springboard. Jump over springboards and onto platform with key. It will disintegrate. Get key.



Stormlord: Oink. I've got this massive chip on my shoulder.

Jump the springboard and disintegrate second platform. Go left to chamber, open door and get fairy. Go right and use first springboard. Go left to chamber and jump on roof. It will disintegrate. Get key. Go left to large chamber. Jump on to first ledge and disintegrate it. Disintegrate the next platform, get the fairy and use the springboard. Go right past pawns and get fairy. Go left and use board. Go left and get honey pot. Go right and use springboard. Swop pot for key. Get fairy. Use board and go right all the way as far as you can, collecting shoes on the way. Jump onto the platform with fairy, disintegrate platform and get the fairy.

And if you really can't be bothered to plod through each level in turn (fun though they are), type **BRINGONTHEGIRLS**, and the game will freeze. Now press a number from one to four and you'll go straight to that level. Rather handy, that.

STRIDER US GOLD

YS NOVEMBER 1989 - 90°

The world's first leap-'em-up! *Strider* is a splendid conversion of an official YS Corky Coin-Op, so it must be good. And indeed it is. The idea is basically to leap about all over the place, with the odd somersault thrown in, and grapple your way through five levels. As you might expect, there are lots of monsters to leap over and smash up, and most of them are at

least 500 feet high, filling up huge areas of the screen. They're also agonisingly well-drawn (in tasteful/boring monochrome) and overwhelmingly animated. There are quite a few screens (but maybe not quite enough), so you'll be wagging away at it for hours. But it is one of those games where, once you reached the end, you may not want to return to it. Overall, though, leaps and bounds (ho ho) ahead of the competition (whatever that is).

★★★★★

Here's the low-down on the various baddies you'll come across...

Common Guard (all levels) One slash and he's done for. Watch out for his bullets, though, 'cos you can't duck them.

Flying Guard (Levels One, Two, Three, Four & Five) A bit harder. Jump up and fire. Time your jump so when you jump he's to your right.

Strong Man (Level One) Stay out of his gun's way. Use either a drone bubble or some long shot with your sword. Once he's dead, move right quickly or the Ceiling of Flame will get you.

Ceiling of Flame (Level One) After destroying the strong man, this thing will turn to flame and fall on you if you don't get out of the way.

Amazon Warrior Women (Level Three) These women carry deadly boomerangs. But all weapons destroy them.

Politbureau Snake (Level One) Stand as far up the slope to the right as possible. Let the snake's head pass you. Walk along just behind its head, standing on its tail. Blast it whilst walking along behind it. You **MUST** start blasting when it's passing you.

Gun Emplacements (Levels One & Two) These are placed on slopes, usually in large numbers. They usually open fire on you all at once. Either jump 'em, use a drone or a



Strider: Er, nice doggy.

bubble. Using a sword on them always loses you some energy.

Laser Pods (Level One) Kneel next to it. Get as close as possible. Do not stand up. Open fire and don't stop until it disappears. If you're close enough the lasers will miss you.

Robot Dog (Level Two) Just like the guards, only it doesn't shoot at you.

Robot Gorilla (Levels Two & Five) On the one on Level Two just stay out of his reach and blast away. The one on Level Five is harder, so crouch down and stay still. Blast continually. You must have energy to spare to beat this mean ape.



Strider: Who moved the trampoline?

Ballet Dancers (Level Two) Blast 'em, bubble 'em, hit 'em with a drone... even touch 'em and they disappear.

Triceratops (Level Three) Either use the same tactics as for the snake, or hit and run tactics. Again, have energy to spare.

Floating Guns (Level Five) Fire at you constantly. Duck down, then stand and get them between bullets.

Satellite (Levels Four & Five) Don't touch it, as this results in damage to your person. Jump up at it and fire. Repeat this until it vanishes.

Sickle Man (Level Four) Stay a fair distance away from him or his sickle will kill you. Blast at him from a fair distance too!

Weapon Cannister Crouch down and blast them and they reveal a goodie. Gives you a drone which circles you and fires bubbles. Gives you a short period of invulnerability.

Piranha Fish (Level Three) No real problems here – you can destroy them or avoid them.

Parachute Bombs (Level Two) Avoid, or destroy using bubble, drone or sword.

Water (Level Three) Deadly to touch (you lose a life), but easy to avoid.

Le mode de cheat – press Z and O while playing the game, and then Shift and 1 to take you to the end of the level.

STUNT CAR RACER MICROSTYLE

YS NOVEMBER 1989 – 93°

Road-coming-towards-you driving games aren't exactly state of the art these days, so what makes this one worthy of a rarely-awarded Megagame? Is it the scorching solid 3D graphics which whap around the screen faster than most people's 2D ones? Nope. Is it the series of rollercoaster-style courses with their stomach-churning jumps and things? Nope. Is it the responsive controls with their flight-sim realism? Nope. Is it the fact that it's absolutely brilliant fun, the sort of game that's so unputdownable you have to take it to bed with you every night for a month? Could be... It's a totally new breed of driving game, a cross between *OutRun* (without the slowness), *BMX*

Sim (without the Codies) and *Hard Drivin'* (without the crapness). It feels so utterly convincing that you'll run screaming from the room every time your car heaves over a lump on the track and crashes down the other side, skidding off the road and plummeting down to the ground before being winched back up again to try again. One of the best driving games around.

★★★★★

Here are some handy tips that should cover everything...

DIVISION FOUR

Hump Back Stay calm and you'll have no probs. Go as fast as possible over the hump.

Little Ramp Take the ramp at 140mph and go full pelt afterwards.

DIVISION THREE

Stepping Stones This is a bit tricky. Maintain 140mph over the ramps and you'll be okay.

Big Ramp Use 170mph for small ones and 210mph for the biggest.

DIVISION TWO

Roller Coaster Stay under 100mph until you reach the top and then burn rubber.

High Jump This is one mean mutha. Stay between 200 and 220mph and you'll bounce in the middle. It might be wise to go faster, however.

DIVISION ONE

Ski Jump This is another hard 'un. Drive at 140mph until you're at the top of the jump, then pile on speed.

SUPER LEAGUE

Same tracks, different car, better opponents.

GENERAL TIPS

- If you release your controls the car centres itself on the track.
- Turbos work in reverse.
- On sharp bends slow down. If you don't you'll get loads of damage.

SWEEVO'S WORLD GARGOYLE GAMES

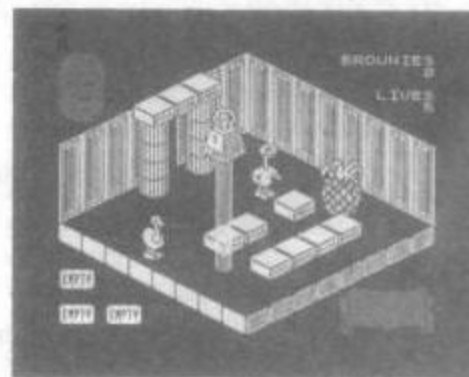
YS MARCH 1986 – 9/10

After years doing loads of

boring (but actually extremely good) arcade adventure games, Gargoyle finally realised that what the world really wanted was a 3D collect-'em-up. So they did this. And very nice it is too. The emphasis is on 'humour', with the various 3D rooms being filled giant pineapples, geese and brownies. There are piles of puzzles to solve and hundreds of hazards to avoid (walking under One Ton weights is definitely to be avoided). Although it was pretty well one of a kind when it first appeared, *Sweevo* has been better loads of times since then and, while this 'humour' business is a strong selling point, it doesn't look half so impressive these days.

★★★

There's a cheat! Choose Apple Pie on



Sweevo's World: Back home we got grapes bigger than that.

the start menu. Then go north from the start room to the room with the four One Ton weights on poles around a boot on a lift. Walk into one of the poles and get flattened by the weight. Do this four times until you're on your on your last life. Now go west from this room into the room with the two fingers going up and down. Walk into a finger three times. You're now on the last part of your last life. Go back to the east, to the room with four poles. Wait for the lift to start rising, and then walk forward through the pole into the lift. You'll lose the last part of your last life. Oh no! But fear not. You'll then lose another life (that you haven't actually got) by being crushed by the weight. All sorts of wacky things happen at this point, with the end result that the lives indicator ends up reading '??' and you'll have loads of lives.

TARGET RENEGADE OCEAN

YS JULY 1988 - 9/10

The sequel to the previously unsurpassed *Renegade*. The plot (as if it really matters) is that your brother has been bumped off by (the presumably 'evil') Mr Big. And will you simply let it lie? Nope. You're going to go and sort him out. As you might expect, Mr Big is to be found at the end of five heavily-guarded levels which you're going to have to stagger through. Everything we said about the original *Renegade* applies again, but multiplied by about fifty. The characters are bigger and smoother (and there are more of them), there are add-on weapons and there's even a two-player option. And the whole thing's even more playable (and, indeed, addictive) than ever before. A strong contender for Best Beat-'em-Up Ever.

★★★★★

So, fancy a level-by-level guide? You do? Smashing. Here goes, then...

LEVEL ONE

In the car park, kick the bikers off using a flying kick. Keep kicking them down until they vanish. Move to Screen Two and wait in the middle until the biker with the mallet comes onto the screen. Kick him over and grab the mallet. Then swing the mallet at all the enemies until you get onto the next level.

LEVEL TWO

In the Seedy Street at Night, keep on the move but stay towards the right-hand side of the screen because the boss appears and shoots at you. When he runs out of bullets, go and kill him. Kick the woman with the weapon. Grab it and then kill everyone. Beware! If you let the boss go he'll return with more bullets.

LEVEL THREE

In the park use the flying kick, because they'll headbutt you if you punch. Otherwise use the same tactics as in Level One.

LEVEL FOUR

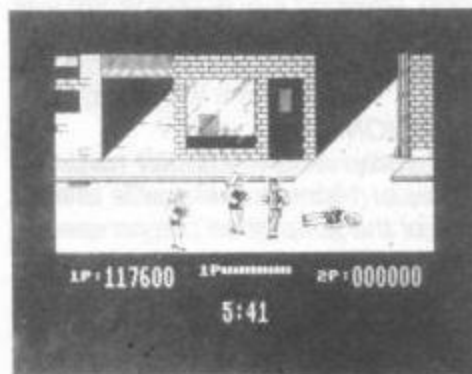
At the shopping mall just high kick the

guys with banadages on their heads. But watch out - the chaps with the saucepans on their heads duck away from flying kicks. Jump past them and back kick them. There's no weapon on this level.

LEVEL FIVE.

At last - the pub. This is the very hardest level. You can beat the baddies using back kicks/punch/knee/weapon combinations. When you reach the guy with the snooker cue, get it, but beware - if you get grabbed he'll headbutt you. You'll lose about three points of strength, so be careful. (You'll need the snooker cue for the games room!) When you get to the games room you should be able to whip Mr Big with the snooker cue until he dies. If he knocks it on the floor, go to the bottom of the screen, wait until he follows you, then run to the top and grab it. Watch it - stay away from him because he'll grab you and shake you to death. And be careful, because if you beat Mr Big all the villains will avoid your flying kicks in Level Two.

There's also a cheat (of sorts). Get into the high score table and overwrite your name and your score, overflowing onto the next line. The



Target Renegade: Blimey, it must be my all-over body programme or something.

game will then appear to crash, but after a couple of seconds normality will return and you'll have infinite lives.

There's a third game in the *Renegade* series too that's called, would you believe, *Renegade III*. And it's even got its own cheat mode:

press Q and T on the menu screen to make the screen go all stripey. Then press the same keys during the game to complete the level.

TERRA CRESTA OCEAN IMAGINE

YS MARCH 1987 - 7/10

Ever since the dawn of time (well, 1982 anyway), the race has been on to create the perfect vertically-scrolling shoot-'em-up. And, while there's certainly been no shortage of competitors, only a tiny minority of them have even come close to being up to scratch. And unfortunately *Terra Cresta* isn't one of them. It's certainly close, though. It looks like an absolutely brilliant attempt - nice, smoothly scrolling landscapes and detailed sprites (crammed into rather a small area of the screen, though). But sadly, when it comes to playability, *Terra Cresta* just hasn't got an awful lot. There are three main probs. Firstly, it's a bit slow. Secondly, it's far too difficult - there's no 'easing into it gently' or anything. And thirdly, it's impossible (almost) to see the baddies' bullets coming towards you. It's a nice try, but it's been crushed underfoot by more recent offerings.

★★

Don't fire like crazy, as you can only have two shots on-screen at a time. Try to shoot the small bunkers as quickly as possible, because otherwise they'll keep firing at you. The larger ones can only be shot as they open. When you come to a silo, shoot the bunkers around it, shoot any aliens and then pick up the extra hardware. Beware of the aliens that come up underneath you on the first wave. Once you've got *Terra Cresta* (a very large bird) don't be afraid to go over the shots because they won't harm you. Use formation mode wisely, as the ship splits up - you mustn't allow the bottom ship to be hit as this destroys the whole ship. After the sixth stage when you get killed nothing comes at you (apart from the shots from the bunkers) and you can build up your ship to *Terra Cresta* and start the levels again but with better firepower.

THUNDERBIRDS GRANDSLAM

YS JULY 1989 - 85°

F.A.B. Thanks to Grandslam pulling a few strings (yawn) across the pond we've got this lovely arcade adventure starring everybody's favourite marionettes and even a few fleeting glimpses of Thunderbirds 5, 4, 3, 2 and 1. But it's not all fun and games. There are four International Rescue missions that need sorting out - Mine Menace, Sub Crash, Bank Job and Countdown To Disaster. On each mission you get to control two characters and switch between them when necessary. On the first mission, for example, where you've got rescue some trapped miners before their mine floods, you have Alan and Brains at your disposal to sort things out with. From then on it's arcade adventure time which means puzzle-solving and object-juggling. Thunderbirds doesn't look too Thunderbirdy, but it's pleasant enough all the same. Everything's clear and visible, and the sprites are a good size. Overall, then, a useful licence just lacking a teensy bit of imagination.

★★★★★

LEVEL ONE The Mine Rescue

Give Brains the torch and the laser cutter. Give Alan the lantern and the grease gun.

Start with Brains. R, U, R, R. Drop the laser cutter and get the spanner. L all the way, get the hammer and drop the torch. R, U, U, U, U. Use the hammer next to the bucket lift. L. Drop the hammer. D, D, D, L. Get the torch. R, U, U, U, R. Go up to the top in the lift. R. Use the spanner next to the pump. Drop the spanner. L. Go down two floors in the lift and get the plunger. Go up to the top again. R, R, U, U, U, U, L, L, D. Drop the plunger. Retrace your steps back to the fuse-wire and return to where you left the plunger. Drop the torch. Get the plunger. With both the fuse and plunger walk into the rock with the dynamite in it. You will blow it up. Drop everything. L, L, D, L, L. Stand by the miners. Swop to Alan. D, D, D, R. Get the ladder and drop the grease gun. R. Use the ladder next to the

hole. L. Get the grease gun. R, R, R, R, R, D, D, R, D, D, L, D, L, L. Use the grease gun next to the mine cart. R and get the pneumatic drill. L all the way and walk into the lift. D, R. Drop the lantern. D. Get the compressor cable. U, R, R. Use it next to the compressor machine and walk up to the door. Use the pneumatic drill. R, R. Congratulations, all you need to do now is return Brains to the Mole.

Password for Level Two -
RECOVERY.

LEVEL TWO The Sub Rescue

Give Alan the radiation pills and an aqualung. Give Gordon the 'Shark-away' spray and an aqualung.

Start with Alan. Use the radiation pills. Swop to Gordon. L, D, R, R, R. Drop the 'Shark-away' spray. Get the radiation pills and use them. Get the spray. L, L, L, L, L, L, D, R, R, D, D, R, R, R. Get the yellow card. L, L, L, U. Swop to Alan. L, U. Walk up to the captain and get the blue card. D, D, L, L, L, D. Go all the way left, opening all the doors, then all the way right doing the same. Pull the middle lever, L, pull the middle lever and watch the water drain. Swop to Gordon. R all the way, opening all the doors, then L doing the same. To get past the hole, first fall down it and then go up again keeping Left pressed. When all the doors are open, pull the three middle levers to drain the final level. Then go back U, L, L, U, R, R, R, R, R, R, R, D, R, R. Stand by the right-hand console. Swop to Alan and bring him to the console room as well, standing him by the other console. Then use the blue card. Swop quickly to Gordon and use the yellow card. Now return to TB4.

Password for Level Three -
ALOYSIUS.

LEVEL THREE The Bank Job

Give Parker the clockwork mouse and the iron bat. Give Lady Penelope the 'Sleep-spray' and the dynamite.

Swop to Lady Penelope. Walk to the guard with the 'Sleep-spray' and send him to sleep. U, R, R. Enter the lift. R. Swop to Parker and join him with Lady Penelope. Drop the iron bar. Use Lady Penelope to open and

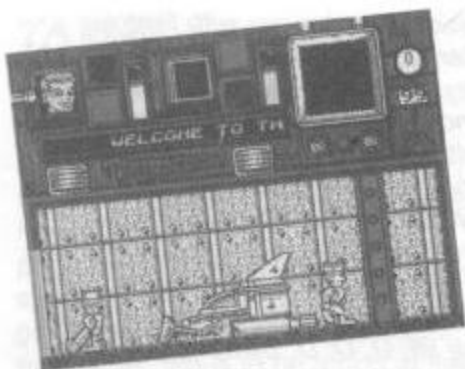
search the drawer, with Parker standing near her until he finds the key. Take them both. L, D, R, D, R and stand them both in front of the left. Enter the lift. Swop to Parker and push the gold trolley into the lift by standing to the left of it and pressing Right. Both enter the lift. D, D. Swop to Penelope. L. Drop the 'Sleep-spray'. Get the key. R. Enter the lift. D, D, D. Swop to Parker. L. Use the mouse to hit the switch in the bottom left-hand corner and turn off the laser. Swop to Lady Penelope. L, L, D, D. Wait at the top of the ladder until the robot guard passes from left to right. L, L, L, L, U, U, U. Use the dynamite next to the safe. D and wait on the ladder until you think the dynamite has blown up (this takes roughly ten seconds). U. Get the key. Swop to Parker. L, D, D, using the same trick to get past the guard. L, L, L, L, D, D, D, D, D, L. Get the key. R, U, U. Wait by the six levers. Swop to Penelope. D. Wait at the top of the ladder until the guard arrives. Follow him to the right until the ladder which goes up. Go up it and wait at the top of the screen until the guard passes from right to left. Descend the ladder. R, D, D, D and wait by the six levers. (You'll have to work out how to set the levers - Eddy's forgotten to put them in.) Take both players into the vault. Stand by the cupboards and use the keys.

Password to Level Four -
ANDERSON.

LEVEL FOUR Countdown To Terror

Give Virgil the shades and the gun. Give Scott the other shades and the super-glue.

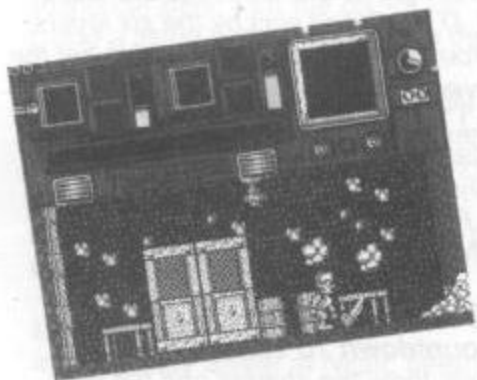
You start with Scott. Drop the shades next to the piano in Joe's Cafe. U. Get the key. D. Use the key behind the piano to unlock it. U, L. Pull the left-hand lamp to reveal the sheet of music. R, D. Wait behind the piano. Swop to Virgil. L, L. Wait behind the piano and swop back to Scott. Use the sheet music and, before you start travelling down, pick up the shades. When in the complex, R and use the glue. L, L, L, L. Get the limpet mine. R, R, R, R, R, R, D, R. Swop to Virgil. Bring him to the force



Thunderbirds: 'Do you think it'll be all right here?' 'Yeah, it's only a single yellow.' 'F.A.B.'



Thunderblade: 'P'raps it was something I had for breakfast?' 'Shut up and keep driving.'



Thunderbirds: I must remember to get a belt at some point.

field. Use the gun until three control globes are destroyed. R. Drop the gun. U, R, R, R, D, L, D, R, D, L, D, R. Pull the lever. Go up to the top of the silo and enter the control room. Pull the lever and get the film. L, L. Swop to Scott. R, U, R, R, U, R, U, L, U, R. Use the mine next to the hole in the missile.

THUNDERBLADE US GOLD

YS FEBRUARY 1989 - 9/10

It's 'they said it couldn't be done' time

again. *Thunderblade* in the arcades was an absolutely awesome spectacle - buildings and tanks rushing towards your helicopter extremely quickly, and wobbling up and down and from side to side at the same time. Not the sort of thing you'd expect the already overstrained Speccy to be capable of. But, thanks to a bit of nifty programming on the part of US Gold, it is. Everything's in monochrome, of course, but the buildings and things zoom about very successfully. It even manages to incorporate some of the playability of the original. Problems? Well, with all these massive bits of scenery hammering around it gets a bit tricky to see what's going on at times, so a little finger-crossing is sometimes called for. Apart from that, though, this is a bit of a classy coin-op conversion (allit.).

★★★★★

Load up the game, select your joystick and the screen will say...

A Keyboard Control

B Joystick Speed Control.

Press G and O at the same time and the border will go cyan for a few seconds. Carry on as normal, but when playing the game press Enter to skip the current level.

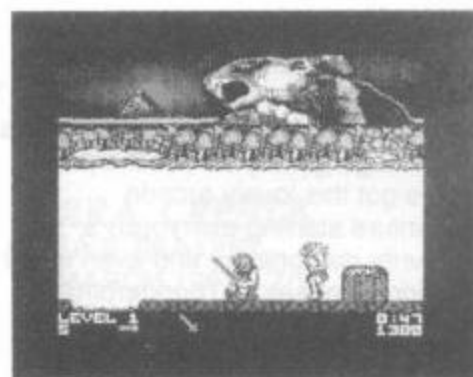
THUNDERCATS ELITE

YS JANUARY 1988 - 9/10

Whatever did happen to the *Thundercats*, exactly? Even if the crappy cartoon has long since disappeared, Elite's rather nifty game (put together by Gargoyle) lives on. It



Thundercats: I'm warning you - this rolling pin's loaded.



Thundercats: Could you spare a saucer of milk?

belongs to that rather unfortunate family of games, the beat-'em-ups, but all the same it manages to raise a respectable level of enthusiasm in the old joystick hand. Graphics are the area in which it excels. The sprites are large and decently animated and there are plenty of digitised pics and special effects. But it is really just a beat-'em-up underneath, which perhaps won't be everyone's cup of tea. And the range of moves is a bit restricted, so sameyness can be a problem. But, having said that, it's a class game which hasn't aged an awful lot (it's three!).

★★★★

On Level One it's best to duck down all the time and kill everyone. Jump up to get bonuses in the trees (the white 'L' gives you an extra life). If one of the small creatures gets stuck between two rocks, go off the screen and he'll have gone when you return.

On Level Two watch out for crumbling rocks. Obtain the fireballs at the first opportunity, and always keep running. On the bonus mission you must go to the left. Kill the rhino-like people and jump the bloke with the shield as you can't kill him. Watch out for the rivers which you have to jump because a big eyeball comes out of the river and attacks you.

On Level Four watch out for the fireballs and when you come across the small gravity craft, get in and blast to the end of the level.

On Level Seven look out for the chap with a snake around his shoulders. He fires little flies which circle and kill you.

On most levels the bonus items

(lives, fireballs and so on) are white objects. Level One has white objects on trees, Level Two has skulls.

TOTAL ECLIPSE INCENTIVE

YS JANUARY 1989 - 9/10

Once again, Freescape™ (solid 3D graphics, puzzles etc) is upon us, so grin and bear it, eh? The setting this time round is Egypt (pyramids, camels), at a pyramid to be precise. As an Egyptologist you decide that 'going in' would be the sensible thing to do, so you find the door and do it. And there's a reason - the world is in terrible danger from some sort of ancient curse, and the only way to save it is to solve lots of puzzles. You also have to fight off a fair number of mummies and things along the way. As usual, the game looks pretty spectacular and the 3D graphics do actually play an important part in the way the game works. If you were impressed by the first two Freescape™ games you'll probably like this one too. Even if you weren't, perhaps *Total Eclipse* would be worth a go.

★★★★★

1 Go onto plane's right wing. Turn left (facing the plane's body) and take one small step forward. Ankh acquired.

2 Go around the back of the pyramid and enter through the back door into RAMESSES-B. Shoot door and enter RAMESSES-D. Take the treasure. Retrace your steps back to the main entrance to the pyramid. Enter.

3 HORAKHTY-A. Take the Ankh on the wall and go through into HORAKHTY-B. Take treasure. Shoot the cube on the floor to produce a set of stairs. Climb them.

4 HORAKHTY-D. Shoot the arrow symbol to make the match. Descend the steps, turn to the right. Shoot the barrier. Go to the right side of the door and touch it to open. Enter.

5 HORAKHTY-D. Shoot the arrow symbol to make the match. Descend



Total Eclipse: Roger, tower. Taxiing to runway 4, request clearance for takeoff. Over.

the steps, turn to the right. Shoot the barrier. Go to the right side of the door and touch it to open. Enter.

6 ILLUSION-D. Descend the steps. Turn left and go through the window.

ILLUSION-A. Go through the window on the right.

ILLUSION-B. Go through the window on the right.

ILLUSION-C. Head forward.

ILLUSION-I. U-turn. Go through window.

ILLUSION-F. Climb the steps and exit into SAHARA-A.

South, then West. Shoot the elongated H-symbol to make the match. Return to ILLUSION-F, climb through the window. ILLUSION-D. Exit up steps. Return to HORAKHTY-B.

7 HORAKHTY-B. Shoot barrier on West Slopes. Climb them. HORAKHTY-I. Turn left. Climb stone and shoot base of pillar to bring the treasure chest down. Take treasure. Heading South-East go through door to HORAKHTY-J. Descend steps. There is an Ankh under the stairs. Take it and return to HORAKHTY-I. Standing in a North-West position take the middle door. Walk ledge to HORAKHTY-C. Turn left. Go through door. HORAKHTY-F. Shoot the eye symbol to make the match. U-turn. Go through door by arrow symbol.

8 KHEPRESH-E. Turn left and shoot at wall until it disappears. Take the Ankh and the treasure. Climb left stairs into KHEPRESH-B. Take the right door. KHEPRESH-C. Turn left. Walk to the end of the ledge and

descend the stairs. Take the Ankh hidden under the steps. (You should now have all the Ankh symbols at the top of your screen in yellow. You will need these five to open door of shrine of Re. There are two other Ankhs to collect. Although you can pick them up, their possession will not show on the screen.) Return to HORAKHTY-C. Fill the water bottle from the pool in the floor. Retrace your steps back to HORAKHTY-B. Descend steps and climb steps facing you.

9 HORAKHTY-E. Climb steps by the eye symbol. Enter. PHARAOHS-F. Shoot rope attached to Ankh to bring it down. Take it. Go through the door in the south wall. NEPHTHYS-F. Descend steps, U-turn and go through the door under the steps into NEPHTHYS-C. Carefully walk on the ledge and exit through the door at the other end into NEPHTHYS-B.

10 Walk as quickly as possible through the chamber, because to linger can cause a heart attack. Turn left, take the treasure and head north up the steps into PHARAOHS-A. Climb over the stone, U-turn. Looking up, shoot the door. Wait for the steps to disappear. Shoot again. Climb the steps. They will disappear once they reach the top. Touch the barrier. (You will lose an Ankh but the screen won't register.) Enter.

11 PHARAOHS-B. Climb the altar and take the treasure. Descend. Shoot at the bottom slab of the altar. A doorway will be revealed. Go through to PHARAOHS-C. Take the treasure go back to PHARAOHS-B. Take NW door. Look down. U-turn, shoot door, U-turn, descend steps. Take South door.

12 Descend steps. Turn right and go through door under steps to NEPHTHYS-A. Descend steps (forward, left, down, down). Take the steps behind the mummy.

13 RAMESSES-C. Take medium-sized door to the right of the middle door. RAMESSES-A. Walk along ledge carefully to adjacent door. (This will bring you back to RAMESSES-A).

Descend steps. Push block towards steps and then go through door under the ledge into RAMESSES-E. Shoot blocked door. Enter RAMESSES-D. Walk through NE door into RAMESSES-B. Fill up water bottle and go out into SAHARA-B. Retrace your steps back to the main door of the pyramid. Enter HORAKHTY-A, then B. Turn left and climb steps North. HORAKHTY-E. Climb steps by eye symbol, PHARAOHS-F. Take the South door into NEPHTHYS-F. Descend the steps and go through the door under the steps. Walk the ledge again and into NEPHTHYS-B.

14 Turn left to the end of the wall, then right. Go through the door into NEPHTHYS-A. Forward, left, down, down. Turn right and climb steps facing you. NMEPHTHYS-C, NW, N, go through door into NEPHTHYS-E. Shoot the ledge. It'll turn. Walk on ledge until halfway across. Turn East, position yourself so you're facing the door head on. Look down, shoot ledge (it'll now swivel with you on it). Go through the door into NEPHTHYS-F. Turn right until you can see the cube on the floor. Take one step back and shoot it. You will now have made the match with the BIRD symbol. Return to NEPHTHYS-C via the ledge.

15 Go through the NW door and climb steps behind mummy. RAMESSES-C. Take adjacent side door to the right of middle door. RAMESSES-A. Go through adjacent door. Climb steps over to ledge and shoot head symbol to make a match. Retrace steps back to NEPHTHYS-C.

16 NEPHTHYS-C. Touch grille on the wall unit - it transports you to KHEPRESH-A. Go through door by Bird symbol into KHEPRESH-D. Climb steps into PHARAOHS-A. Climb over stone, turn to face South. Shoot top door's barrier (it'll disappear) then shoot at the door. Climb steps into PHARAOHS-D. Climb up the steps onto the ledge and down the steps at the other end. Go through the door into PHARAOHS-F. Carefully walk the ledge and emerge in PHARAOHS-G.

Crawl under the trap, remove barrier with last spare Ankh. (You should still have five lit up in yellow.) Enter PHARAOHS-H.

17 PHARAOHS-H. Climb down the steps to the last step. Turn left, climb off. Take the treasure. Turn right. Avoid blue square on the floor. Climb first step, turn right, then climb rest of steps and walk into PHARAOHS-E. Turn left and climb steps into SHABAKA-B.

18 SHABAKA-B. Climb first step. Press H key. Climb second step. Touch H key twice. You will now appear in SHABAKA-A, the Shrine of Re. Avoiding trapdoor in the floor, turn left and approach statue until you touch it. Press the H key. Fire at statue non-stop.

19 The statue will be destroyed, the curse overcome and you will be awarded £2 million. You will see the eclipse pass safely.

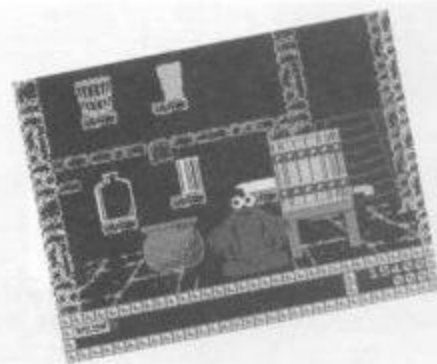
20 GAME END. FINAL SCORE 5555,000.

TRAP DOOR PIRANHA

YS OCTOBER 1986 - 9/10

This is probably the only game around in which you get to play a large, fat blue thing called Berk. In fact... yes, make that a 'definitely'. Unfortunately, however, you're the servant of the rather unsympathetic Him Upstairs, and have to spend the whole time rushing about trying to keep up with his continuous stream of orders. Your only compensation is the graphics, which are absolutely brilliant. They're huge, colourful, cartoony and superbly animated. What's more, the range of things you can actually 'do' is absolutely enormous. Everything can be moved around between the various screens, you can put things in things and tip them out again, and there's a range of other characters (some friendly, some a pain in the bot) to keep an eye on. The only trouble is that it gets a bit, erm, boring.

★★★★



Trapdoor: What big hands you've got! All the better for... blimey, is that the time?

Here's the fun-packed solution...

THE CAN OF WORMS

Take the can out of the kitchen, and then open the trap door and let some worms out. Pick up the worms and put them into the can. If Drutt has eaten some of them, let a few more out. Collect three worms and, once the can's full, put it in the dumb waiter but don't send it up until the time has almost run out. In the meantime you can start some of the rest of the tasks.

FRIED EGGS

Let the bird out from under the trap door. Take the basket and tip out the bullet. Put the bullet on the trap door. When the bird flies over the trap door, open it so the bullet hits the bird, and close it so you don't lose the bullet down the hole. If you do you can use Boni the skull as a bullet instead. The bird's eyes will bulge, she'll hover and then fly into the next room. Grab the pan and follow her. She'll then lay an egg which you should catch in the pan. Continue shooting the bird and catching the eggs until he hovers over the trap door waiting to get out. Now put the pan on the stove. First the pan steams, and then it flashes red hot. When this happens, take the pan off the stove (you'll drop it because hot). The moment it stops flashing, put it in the dumb waiter and send it up quick.

EYEBALL CRUSH

Empty out the yellow beaker (next to the basket in the kitchen). Go to the room with the flowerpots in it. Tip the beaker onto the floor and a packet of

seeds will come out. Tip out the eyeball seeds and put one in each of the pots. Let the plants grow until the eyes get really huge and fat. Collect them in the basket. Move the vat to the very top of the trap door room and empty the eyeballs into it from the balcony. Put the bottle under the tap. Now let the Crusher (big eyes and springy feet) out of the trap door. Push the vat and bottle so he jumps in the vat, and green liquid will pour into the bottle. Put in in the dumb waiter. Open the trap and the creature will fall down.

BOILED SLIMIES

Take the beaker that had the eye seeds in it and go down to the cellar. Catch the four slimies. Put them into the cauldron. Go to the kitchen and push the cauldron to the top of the room. Empty the slimies into the cauldron from the balcony. Push the cauldron so that it's in front of the dumb waiter. Let the green fire-breathing robot out of the trapdoor. Stand in front of the cauldron and wait until the creature stops by you. Step out of the way before it fires, or you'll get roasted. The cauldron will steam, indicating the slimies are boiled. Push them into the dumb waiter before they get cold. To get rid of the creature, raise the weight and lure it under it. Then it'll drop and crush it.

TIDYING UP

Basically throw everything down the trap door. This includes the pots used to grow the eyeball plants, the vat, Drutt the Spider and all the worms.

OPENING THE SAFE

Raise the crusher so that it's three quarters of the way up the screen and push the safe under it. If you raise it too high, the safe will be crushed. If it's too low it won't open.

Quite an ordeal, eh?

TURBO ESPRIT DURELL

YS JUNE 1986 - 9/10

Can't afford a real Lotus Esprit? Probably not. But don't fret - Durell

came to the rescue with *Turbo Esprit*, a not-particularly-accurate but bloomin'-good-fun driving game. Compared with *OutRun* (even the 'crap' Speccy version) and its pretenders, this one appears at first glance to be horribly primitive. The view of the road only fills half of the screen, and all the roads are straight, with a flip-screen jobby being employed every time you go round a corner. However, where else are you likely to find pedestrians to run over, traffic lights and little blokes on ladders to mow down, eh? And it's wonderfully slick too. Okay, so it's old. And it looks it. But all the same, *Turbo Esprit* is brill.

★★★★

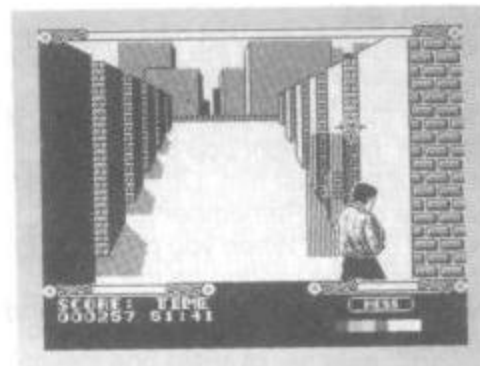
Isn't it annoying when you get a really high score, only to have it marred by a horribly high damage rating? Yes it is. Anyway, to sneakily get your damage to zero (or thereabouts) just drive down a dead end, line up in front of the wall at the end and hold down the accelerator. Bad move? Not at all. Your damage will start rising rapidly, but eventually it will get as high as it can go and wrap around back to zero. Problem solved.

THE UNTOUCHABLES OCEAN

YS NOVEMBER 1989 - 94°

If you're wondering where they got the idea behind *The Untouchables*, come and say hello to the security guards here at Future. You'll be equipped with a pair of concrete wellies before you can say, erm, hello. And, in fact, the game is set in an area very similar to Bath - lots of spooky back-streets, gangsters and violin cases. It comes in five multi-loading parts, which are a mixture of a scrolling platform jobby, a top-view walking around bit and some *Op Wolf*-style shooting bits. They're brilliantly programmed, with beautifully drawn monochrome graphics (everything was black and white in those days anyway, of course) and just the right 'playability factor'. If you're looking for a good shoot, here's your game.

★★★★★



The Untouchables: No, actually I'm trying to zip up my anorak.

Tips? Yup. Here goes...

LEVEL ONE

Collect as many first aid boxes and violin cases as possible. The best way to survive is to keep jumping about on the boxes. Don't bother following the arrow.

LEVEL TWO

This level is quite hard. To survive you must keep swopping men. Don't bother much if Mallone and Wallis die because Ness and Stone are more important for later on (as in the movie). Try to memorize where the booze is - this'll help you in subsequent attempts.

LEVEL THREE

It's important to know that you only have two bullets at a time so you have to reload behind the wall. Try to keep Stone and Ness alive as you can't complete the game without them. Keep swopping men 'cos when you get nearer the station you get your energy back.

LEVEL FOUR

Capone's men come in the same order on every go so you must memorise this. Never push the pram from the back as sometimes (most of the time, in fact) it'll go off-screen and 'die'. Whoever has the least energy must go over the first aid box.

LEVEL FIVE

This level is easy. From Stone's starting position move his arm up until it's in line with the thug's neck (or as near as possible). Blast him when he walks back with the book-keeper and is in line with the gun.

LEVEL SIX

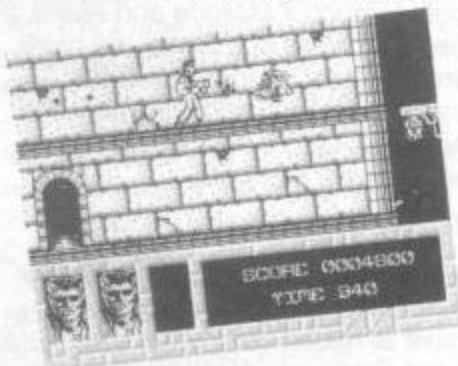
Keep hiding behind the wall until Nitty runs behind the right-hand wall. Before this, move your cursor down a little bit. Nitty might pop out of the wall – if so, blast him. Otherwise wait until he does. Remember to fully reload bullets. When you progress to the end of the rooftop do the usual. Nitty will then fall off the roof and land in a car.

And the cheat mode? Get into the high score table (some effort is required here, cheat fans) and type in your name as HUMPHREY BOGART. When you next play a cheat mode option will appear – simply hold down the keys on the right-hand side of the screen to skip levels.

THE VINDICATOR

YS NOVEMBER 1988 – 8/10

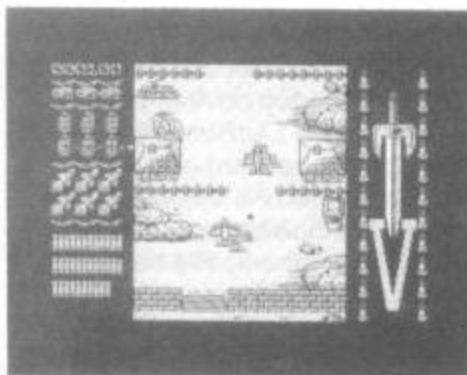
Sequels, eh? This is the one to *Green Beret*, which was a massive all-round



The Vindicator: Come one step closer and I'll... shine this torch in your eyes!

success, and is nothing like the original (not that much, anyway). It comes in three parts. The first, and most boring, is a 3D maze-based collect-'em-up (and shoot-'em-a-bit too) in which you've got to find the parts to blow up some aliens. Then it's onwards into an excellent little scrolling shooter, where you're in control of a plane and then a tank. Finally there's a section where you walk around shooting things, probably collecting things as well, and hopefully ending up beating Gog, the chap in charge. Very standard stuff, but well programmed and good for an hour or two.

★★★



The Vindicator: Shall we land just here, then?

On Level One you'll have to solve a bunch of anagrams in order to get anywhere. So, here are the answers...

- LEON WUPAS = PAUL OWENS
- DAWN BARAMOAL = AMANDA BARLOW
- KEN JAMROS = MARK JONES
- NATHAN JUNNOD = JONATHAN DUNN
- ROBIN TUMSEL = SIMON BUTLER
- EMILE BAKMA = MIKE LAMB
- JOE HANGMEN = JOHN MEEGAN
- DR ANTONI CLAM MD = MARTIN MCDONALD
- SEAN JIM HAGGIS = JAMES HIGGINS
- RON H VAIN = IVAN HORN
- OLIVER DADI = DAVID COLIER

And you'll probably be quite keen to know the passwords to the second and third levels. So here are those too...

Level Two – VALSALVA
MANOEUVRE

Level Three – EUSTACHIAN
TUBES

WAR IN MIDDLE EARTH

MELBOURNE HOUSE

YS APRIL 1989 – 8/10

As far as huge, massive, big strategy games go, they don't come much huger, massiver or, indeed, bigger than this one. It's all about hobbits and things. Your sort of thing? (Weirdo.) What you've got to do is get together the most enormous army you can muster and use it to help you get rid of The Ring (a rather powerful little

piece of jewellery which endows its wearer with the power of invisibility, but which is actually a bit nasty). It needs to be taken to the Crack of Doom and hurled in to stop the Powers of Darkness (or something) getting their hands on it. You've got control over all the characters on your side (there are absolutely piles of them) and they can be ordered about either as parts of armies or as individuals. The presentation of the thing is pretty attractive, although not as thrilling as it might have been, and the game is most likely to appeal on its strategic merits rather than the way it looks. If you're prepared to stick with it, *War In Middle Earth* would probably last about as long as 341 arcade games, and therefore has to be good value.

★★★★★

Here's a good-sized bunch of tips, starting with a look at the various types of characters...

THE FELLOWSHIP

Men Bog-standard troops. Mind you, they can fight off Orcs even at the odds of three to one or four to one against. Better at defending than attacking.

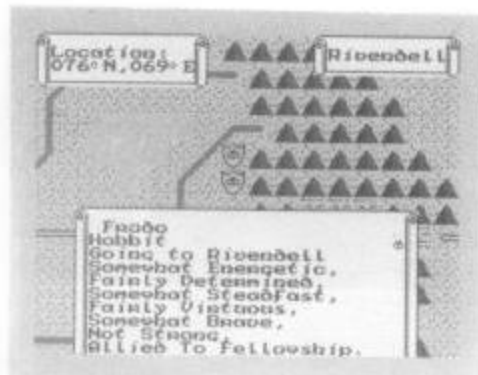
Elves Elves are pretty mean, and they can kill an Orc quicker than you can reset your Speccy. In between games of *Jet Set Willy*, they can usually get rid of ten or 12 Orcs. Better at attacking.

Dwarves These are the mean ones. They've got more iron than a bowl of corn flakes, and it shows on the battlefield. Good all-rounders.

Heroes These are characters whose names appear when you press the R key, except for the Hobbits and Denethos (they just can't fight!). They can deal with a load of the enemy quicker than you can say "Hello".

THE ENEMY

Orcs There are thousands of these. Thousands and thousands. A never-ending stream. But they are easy to kill. Very easy indeed.



War in Middle Earth: Here's a nice picture of some triangles and things.

Black Figures Not as nasty as they look, these are only as powerful as Dwarves, and are probably Orc Leaders rather than Nazguls.

BATTLE TIPS

- It may seem obvious, but keep as many troops as possible fighting.
- Even when the enemy is down to a handful of Orcs in the middle of about 30 Dwarves, keep bringing up troops.
- ALWAYS keep Halflings out of the fighting, and if the Ring Bearer has more than one Orc attacking him, get him to wear The Ring and disappear.
- Don't use Heroes like water, you'll need them more at the end of the game.
- You may notice that some Heroes will stand and even though they're being attacked won't fight. If this happens, don't worry. Just move them to safety.

GENERAL STRATEGY

- Start off by sending the troops in Bree south east to Isengard.
- Send the Dwarves and men in Dale south to Dol Guldor.
- Send the troops in Harlond and the Blue Mountains south east of Isengard.
- The party in Rivendell are to be sent to Lothlorien, to meet with Celeborn and the Wood Elves. But wait for this moment as you should leave Lothlorien for Fanghorn when the group of Dwarves and men are attacking Dol Guldor at around the same time.
- You will have noticed by now that the attacks on Isengard are beginning to soften, so hold back the Elves and party at Fanghorn Forest, and throw

everything else at Isengard, along with the troops arriving from the north west. Apart from the heroes, that is, who should join the main party.

• While the fight for Isengard goes on, slip past and head on to Minas Tirith. Now comes the dodgy part. Wait outside the city, three or four squares away. The attacks on the city will pause for a while. Now comes the time. Throw absolutely everything at Mount Doom, even those at Isengard. Use all your humans as a battering ram to get the ring bearer to Mount Doom, then you've won. If you don't get it to Mount Doom they'll all die anyway.

GENERAL HINTS 'N' TIPS

- Always defend with your troops, unless using them to carve out a path for the Ring Bearer.
- The Ring should always be carried by a Hobbit, and there should always be another Hobbit with him so that if the message 'The Ring is corrupting the Bearer' crops up you can easily pass it on.
- Four Hobbits should be enough for the journey.
- The game is mainly a case of timing, so you need to be swift. You may find that bringing the Elves of Lorien up to meet the Ring Bearers partly helps. This general strategy doesn't guarantee a win, but it should certainly help.
- You may find that northern troops take too long to arrive in the south. If this is so then, instead of waiting for them to create a path, rush through at full speed.
- The party of the Ring Bearer tends to split easily.
- Do the journey in small steps. As you are waiting for a fair while in parts of the game this works fine, but in a rush it does tend to slow you down a bit.

WHERE TIME STOOD STILL OCEAN

YS AUGUST 1988 - 9/10

While sitting in a plane overflying a huge expanse of jungle, you've probably often been terrified that the plane would crash and you'd be

stranded with nothing to eat or drink (and all those horrible snakes and things). But that would be nothing compared to what Jarret, Dirk, Gloria and Clive are faced with in their bit of jungle. Huge dinosaurs and things, that's what. And in order to get out they're going to have to solve an arcade adventure sort of thing, with lots of obstacles to cross, objects to collect and plans to, er, plan. The graphics are in the traditional 3D - nicely drawn in monochrome but not as slick as they might be. Bearing in mind that it's 128K only, so something pretty awesome is to be expected, *Where Time Stood Still* really is pretty corkendous and still comes highly recommended if you want a bit of a challenge to get your teeth into (obscure dinosaur pun).

★★★★★

Complete solution? You betcha!

Get the bag and all the other objects from around the aircraft. Head towards the bridge. When the fat bloke (Clive) falls down the hole in the bridge, get him out with the rope. Now head towards the swamp. Find the right path and don't stop walking or you'll sink. When you're safely across, go to the tribal village and you'll meet the head tribesman. He'll give you some grub and ask for something in return. Make sure you give him Gloria's stocking as he will give you some roast ham. Go south and you'll come to another plane wreck. Get the ammo and the dynamite. Go north. Just in front of the tribe is a slope. Go up until you reach a hole in the wall where you'll see a claw going in and out. Don't run past it or it'll grab you and kill you. Drop the ham in front of it. It'll grab it and you can run past (you can jump off the waterfall here and sail down the river, but be careful to get out before you go over the second waterfall). When you reach the top watch out for the dinosaur. The villagers are nasty and will throw their spears at you. You can use the dynamite to blow up the hostile village, but you should be able to finish without. There is a small temple here where you can get a small rotating ball. But watch it here, as it

saps your strength. Near the temple is another cliff. Now go down, watching for the turtles, until you find another slope. When you get halfway up (be careful to stay to the left to avoid rockfalls), turn left and then right at the rockface. You'll come to another slope. Go up and you'll find two rocks together. You can either squeeze between them, or use the dynamite if you're in a hurry (don't forget to drop the dynamite). Turn left and avoid the little dinosaurs on your way. You should find a cave. Enter it and you'll get the message of congratulations (which means you've done it).

WIZARD WARZ GO!

YS AUGUST 1988 - 3/10

This is one of those 'stamina points' and 'spells' games, so don't bother sticking around if that sort of thing isn't your forte. Actually, you may find it isn't worth sticking around at all, as *Wizard Warz* isn't one of the better magicky games around. The idea is that you're a novice magician, but you've been given the job of ridding the land of monsters and getting the treasure they swiped back off them, and then destroying seven naughty wizards. Something like that anyway. What this entails is casting loads of spells and trying to improve your casting ability to a high enough degree to take out the wizards. Along the way you'll be able to increase your magic repertoire by picking up add-on spells. There are three levels to battle through. The first pits you against the monsters, which shouldn't be too strenuous, the second is a series of bouts with a few more monsters (a taster for the last level), and the Level Three is where you take on the wizards themselves, along with their guardians. So what's the problem, then? Well, there's not really enough to it. The graphics are better than you'd usually expect with this kind of thing, but nothing special. But apart from that it won't have a lot of appeal for, well, anyone really.

★★

LEVEL ONE

- Try to remember where monsters

and cities are, or draw a map. Don't bother making it too accurate, as the coast seems to change every time you load the game.

- As for the spells, take any three of them, then take Magic Missile.
- A magic ring is useful as long as the enemy doesn't have Neutralise Magic which removes them. No other spells remove them.
- Rings are rarely used by the enemy.

LEVEL TWO

- The Sorceress, Unicorn and Sphere have the Items and Ratman.
- Dwarf and Minotaur have the Familiars (which do not work).
- Keep space by your foot for the objects or you'll be stuck on Level Two.
- The Vampire gives your Mental rating a boost, all others are Physical.
- If you wish to keep a spell for Level Three, keep it near the start of your spellbook or it disappears!

LEVEL THREE

- Keep away from walls, doors and blank areas as these reduce your physical rating.
- There are four of the normal enemies on each sub-level, counting down to the one on the last. After defeating the last of these, the word 'Wizard' appears and you have to go to the top left of the playing area and defeat the Mage.
- Contrary to the instructions, the Mage's attributes are reduced by his own spell-casting.

THE SPELLS

Slow Not needed.

Fireball, Iceball and Rock Shower Half as useful as Magic Missile.

Magic Missile The most effective physical spell.

Rings See Level One hints.

Far Vision Only needed if you get hit by blind.

Fear Reacts as the instructions tell you it will, but reduces your attributes if it hits you.

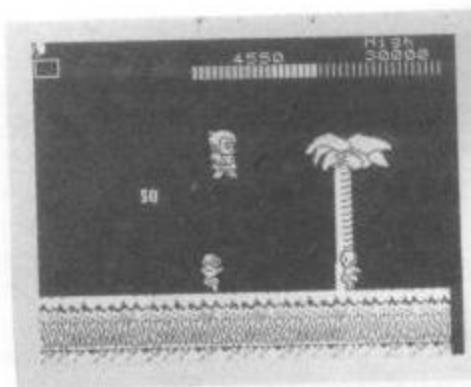
Evil Eye, Heavenly Bolt Helpful for Spiritual-only enemies.

Protection, Evil As for other rings.

See Invisible Not known.

Invisible Does little or nothing.

Never seen an enemy use it.



Wonderboy: Crikey, where'd the ground go?

Teleport, Fly Never obtained.
Mindwrack Helpful for mental enemies.

Stun More or less as for Slow. Avoid.
Neutralise Magic Little use. Do not use to kill Mental enemies unless it is the Vampire, in which case you'll get a rejuvenation.

Forget Not useful.

Steal Spell Good if enemy has spell you want. Can take Evil Eye.

Mirror As for other rings.

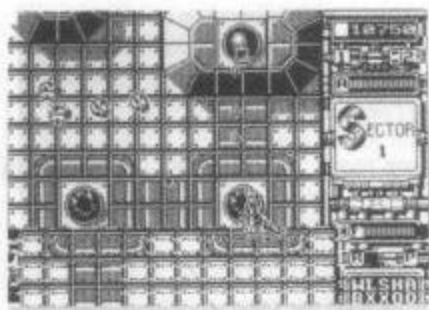
WONDERBOY ACTIVISION

YS AUGUST 1987 - 7/10

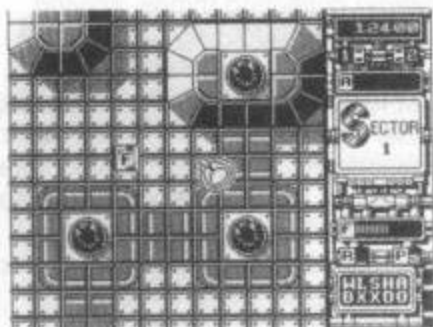
Wonderboy did pretty well in the arcades, and it is frequently held responsible for being the game that started all this 'cute' nonsense which seems to be all the rage these days. It's basically a sideways-scrolling beat-'em-up with one big difference - you can't beat things up. Instead you have to jump over them, run under them or hurl an axe at them (if you can find one). Other features include a skateboard which you can hop onto and drive over things with. Rather handy, that. Graphically it's very green, or blue, or any one (but only one) of a number of different colours, depending on which level you're on. Not terribly inspiring really. Gameplay, though, is well balanced. Everything runs nice and smoothly, and it's not too difficult to start off with. The only real snag is the multiloader, which was a bit of a bind when the game first came out but is something we're all hardened to now. Not a bad little game then, just a bit old and a bit too cute for its own good.

★★★

This one's so sneaky it's, erm, very sneaky. Play the game in two-player mode up until you get the skateboard. Then quit by pressing Delete and Extended Mode. On restarting the game you'll find you still have the skateboard – very handy for those early bits!



Xenon: *It may be a little hard to see what's happening here, but basically we're all going to die.*



Xenon: *Ever get the feeling that no-one likes you?*

XENON **MELBOURNE HOUSE** **YS APRIL 1989 – 9/10**

While at first glance *Xenon* might look like a bog-standard vertically-scrolling shoot-'em-up, it is, in fact, a bog-standard vertically-scrolling shoot-'em-up. Its only distinguishing feature is the fact that it's a complete corker. *Xenon* started life as a huge ST/Amigary sort of game, and rocked the nation when it was squeezed into the Speccy. And it still looks just as spanky today, with its spooky metallic graphics and syrup-like scrolling. The cunning thing about it, you see, is that while you start out as the usual spaceship thing, a swift waggle of the joystick converts you instantly into a

tank, with which you can take on the ground-based enemy. It's not for people who are a bit nob with a joystick, though – in fact it's really rather difficult.

★★★★★

Luckily, however, tips are the one thing *Xenon*'s not short of (not any more, anyway). The first thing you ought to be aware of is the cheat mode – after starting the game, press Break to pause it. Then hold down the keys TINY and press Fire. You'll now be completely invincible. Brill or what, eh? And there's more! When the game is loading, let it load in the header for the first level and then fast-forward the tape to the level you actually want to play.

For those preferring to remain on the straight and narrow, the trick is to learn the alien formations, and stick to flying mode unless you really have to go after something on the ground. Oh, and don't touch the left-hand side of the screen on Level Four – it'll kill you!

THE TIPTIONARY FOR THE HARD OF SPENDING

AGENT X MASTERTRONIC

YS MARCH 1987 - 7/10

Multiloading budget games are a bit of rarity even today, but in 1987, when most budget games were totally crap, they were a real novelty. Good ones even more so. So *Agent X* was a bit of a hit, coming as it does in four slickly-programmed sections. And what are they all? Well, to start off with there's a simple driving game, which scrolls diagonally (in 3D!) while you try to avoid other cars and jump over holes in the road. After that it's time for a scrolling beat-'em-up. Again nothing impressive, but we are talking 50p's worth here. Then we launch into a shoot-'em-up - shoot the projectiles the baddy throws at you before they hit you. Nicely done in 3D. Finally there's another shoot-'em-up, a scrolling one this time, where you fly a helicopter to pick up a bomb and drop it on the enemy HQ. Nothing outstanding then, but it's a beautifully put-together game with plenty of nice touches (including an awesome five-channel tune which even works on the 48K). Excellent stuff.

★★★★

LEVEL ONE

Stay as far back as possible and jump only when the holes come.

LEVEL TWO

Move left. When someone comes along, jump up and give them a flying kick. Even use it when you jump over carts.

LEVEL THREE

If your joystick has an autofire option use it. Move your sight back to the middle between shots.

LEVEL FOUR

On this part you have to fly out to the sea, pick up a bomb, plant it and fly back again. For the land part, go

along at the centre of the screen. When you reach a missile, stop just before it and wait for it to explode. For the opening doors, wait until they are just wide enough for you to get through and then go over the sea, fly as close to the surface as possible, firing all the time. At the oil rig, change direction to turn round and you'll fly past the rig. Land on the bomb, take it back to the beginning, land on the lab to place the bomb, return to the rig and land. And that's it.

BOMBS CARE FIREBIRD

YS NOVEMBER 1986 - 7/10

We're in isometric 3D this time - in a research station on the planet Neptune, in fact. Sadly, however, an alien terrorist organisation has planted a bomb (of all things) in the base. Your job (would you believe) is to defuse it by guiding a little robot around the place and getting him to do arcade adventure sorts of things. It's nicely put together, with smart graphics and everything, but a bit on the tedious side.

★★★

You are the teleport codes...

ZEPHA
QUART
DELTA



Bombscare: Feeling a bit blue?
Looking at this won't help much.

XYLEM
NITRO
CRYPT
YTRON
ASTRA

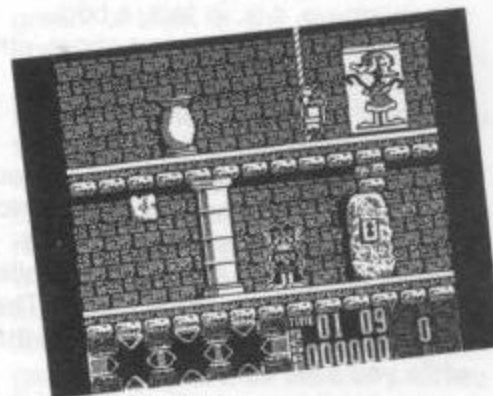
COUNT DUCKULA in NO SAX PLEASE - WE'RE EGYPTIAN ALTERNATIVE

YS MARCH 1990 - 73°

Standard budget stuff, this. You're Count Duckula (star of the really rather amusing cartoon on telly) and you've got to wander around a pyramid (of the ancient Egyptian variety) collecting things, solving puzzles and avoiding baddies. An arcade adventure, in other words. Just for a change it looks very pretty - rather like the cartoon, in fact - and playability-wise it's just about 'there'. As well as being a tasty little cheapie, and a bit of an all-round quacker (zzz... bonk), *Count Duckula* is also a bit weird. See below for details...

★★★★

Hold down all the keys on the keyboard and the 'Count Duckula' title changes to 'Revenge of the Banana Milk'. No, honest. And what's more, the Count himself changes into a Banana Milk Bottle. And on top of all that, you'll find that you only need to collect one key to open all the doors.



Count Duckula: Keep finding little holes in your neck? Send Duckula the bill. (Bill? Geddit?)

DIZZY CODEMASTERS

YS DECEMBER 1987 - 7/10

As well as being one of the most popular budget games ever (in the whole world), *Dizzy* was slapped across YS issue 52 on a fabulous covertape. In other words it's quite a corker, despite being a pretty standard arcade adventure. Under the influence of your joystick is a small egg-shaped sprite (called Dizzy) who's probably got to rescue someone or something. This means solving a whole bunch of puzzles, avoiding things, making maps and all the rest of it. The definitive budget game really, worth a look if that sounds like your sort of thing.

★★★★

The complete solution? Why not, eh? Here's a list of all the objects and what they do...

Flaming Torch Find this in the first screen, to the right. Drop it next to the cauldron at the start.

Grease Gun In the first screen to the left. Drop it on top of the mining cart.

Crow Bar In the cliffs. Drop it on top of the trap door at the bottom of the cliffs.

Purse Of Gold Go into the screen on the right of the haunted chimney, and then go into the cave. Get the purse and drop it on top of the bucket near the hermit's house.

Laser Gun Pick it up and fall into the ghost at the haunted chimney.

Miner's Hard Hat Destroys rocks that fall on you in various places.

Broken Heart In the castle. Drop it on top of the statue where the broken-hearted woman stands.

3-In-1 In the room that's two screens away from the purse of gold. Drop it next to the drawbridge.

Plastic Raincoat Protects you from raindrops which fall from clouds.

SPELL - THE INGREDIENTS

Clouds of silver lining Jump on top of hermit's house.

Vampire dux feather Just outside castle.

Troll brew Just inside castle.

Leprechaun's wig In mine shaft, just near the bolt cutters.



Dizzy: Our ovoid friend's about to do his Issac Newton impression (under the tree).

Put all the ingredients in the cauldron, drop the bottle in, then get the potion. Go into the castle and drop the bottle next to Zax. And, er, that's it.

FANTASY WORLD DIZZY CODEMASTERS

YS APRIL 1990 - 88°

It's been a few months now since the Great YS Letter Box Disaster occurred, but it still seems as vivid in our minds as it did then. Shudder.

Fantasy World Dizzy was entirely responsible, of course, along with the colossal tonnage of *Tipshop* correspondence in generated. It really was an enormously popular game, as were all the *Dizzy* games, and looking at it it's not hard to see why. Like the rest of the *Dizzy* pack and, indeed, virtually every other budget game ever, it's an arcade adventure. But unlike most it's been carefully designed, looks good and is a certifiable barg.

★★★★★

Give the apple to the troll, take the bread and jug, use the jug near the flames, go left, take the rock, exit top-right, drop the bread where the rat can get it, go up, drop the rock, exit top-left, use the switch, go up, go right, get key, go left, down, left, down, right twice, exchange the key for the rock, left twice, walk under the ledge and exchange the bone for the rock, jump onto the ledge before Armorog gets you. If done correctly, Armorog should pause under the ledge and eat the bone. Go left. To avoid the bird, stand on the stump with one leg protruding off the edge. When the bird passes over your head

you can go. If the bird attacks you, push the action button to bring up the menu. This should replace the bird at the top of the screen. Go left, drop both rocks at the edge of the cliff and they should fall into the water.

Go right four times, get the rock, go left four times, use the rock, walk off the cliff to land on the log, jump left onto the other cliff, get key, go left twice, go left avoiding the hole in the pier marked as a slanting piece of wood inbetween the crate and the barrel, talk to Dozy, take the potion, go right eight times, use the potion in middle of the screen, avoid fire (pressing Enter gets rid of the flames for a second). If the potion is used correctly then the dragon sleeps tonight. Go left, get the key, go right three times, exit bottom-left, use one key at the bottom-right machine and the other in the top-left machine. Remember that you can't touch the top of the lifts, you can't jump through the wires and if you wait the lift will arrive.

Go right twice, get the cow, go right twice, get the key, go left five times, use the key in the bottom-left machine, go right, go up, left, up-right, up, talk to the elder, get the crow bar, go down, left, walk left off the lift. You should land near the dragon, go right, use the crowbar next to the well, fall down the well, go left and wait, the shopkeeper will appear (notice that gravity holds you to the ceiling but his hat of corks defies it), give the cow to the shopkeeper and he'll give you a bean. Go right twice, get the key, go left, fall down the well, go right twice, exit bottom-left, use the remaining key in the remaining machine, go right twice, drop the bean, go left, go up, go left twice, go up-right, up, top-left, get the pickaxe, go right, go bottom-right, get the knocker, go left twice and fall off the lift to land next to the dragon.

Left three times, exit top-left, up, right, up, use the knocker at the door, go left, get the bucket, go right, down, left, down, right nine times, use the bucket in water, go left twice, use the bean next to the manure, use the bucket and a beanstalk should appear. If not you should not have used the pesticides, so try again.

Climb the stalk (up), jump right, jump up to the clouds to leave the screen at the top-right. You should be on a cloud in the bottom right-hand corner of the screen. Stand on the far-left edge of the cloud and jump right. Go right, jump up the next two clouds and walk off right to land on the far-right cloud, exit right, jump over the gap in the cloud and get the egg. For a peek at who you're rescuing go right but don't walk into the spikes. You can walk down through the gap in the clouds but you must walk left. You will land near the volcano crater, go left, down, left four times, down, drop the egg next to the egg on straw.

The dragon will let you pass. Go right, use the axe on the ledge under the coin, go left, get the rug, go right, try to use the right exit to ensure the troll gets in trouble for letting you escape. (His body has now been replaced by a coin in the room where you started.) Go left, up, right twice, up, right three times, use the rug.

The coast is clear now to rescue Daisy. Just touch the switch at the top of the screen to bring the lift down. When you rescue her she'll ask you to find 30 coins to buy a home. Before you rescue her take the coin under the table and then go and find the rest of them. You want to know where they are? Sigh. Okay, let's go.

Go left, down the gap in the clouds, get the coin (2), left, down, jump left while standing on the grass to the right of Dylan. If done right you will land on a branch in the tree. Now move as far left as possible. Jump left to land on the other branch. Get the leaves and the coin hiding underneath (3). Drop leaves and go left, up, right, get the coin (4), up, right, get coin (5). Now position yourself on the cloud below and walk right. You should land on a cloud with a coin on it. Get coin (6) and walk left, go left until you reach the lift control room, go down. Get coin (7), down the lift, right, get coin (8), go left, up, right and exit middle left, get the coin hidden behind the fence (9), go right and then left over the lift control room.

Go down the well, go left and get the coin (10), go right twice, get the coin (11), go left, go up (or down), get the coin behind the leaves above the

well (12), get the coin behind the railing (13), go left three times, get the coin behind the railing top-right (14), go right, get the coin (15), go down, left, top-left, up, get the coin (16), right, get the coin (17), up, get the coin (18), down, left, down, right, left, get the coin (19), left twice, get the coin (20), left twice, stand on the red box, jump right onto the red pillar, jump up, get the coin (21), down, stand on box next to the same red box as before and jump left. If done right you should fall inbetween the boxes. Now walk right and you will fall into an illusion.

Walk left and right until you have fallen to the floor. Now walk right until you are stopped. Jump onto this rock and then jump left to land on the ledge containing the coin (22), fall to the floor again and jump right, walk left and right until you find the rock lying lengthwise and stand on the very left of it. Jump right and you should fall into a space on the far right of the screen. Now jump right and left alternately until you reach the top of the screen. Walk as far right as you can and jump left. You will land on top of two rocks. The one holding you up is the left one. Go to the edge of this rock and jump left. Now walk as far right as the rock you are standing on will let you. Jump right and then left. You should now be in the screen above. Jump right and walk right until you leave the boxes.

Now go left. Stand as far left on the boxes as possible and jump right. You will land on top of the coin. Get it (23), go left and then over the boxes. Go right until you reach the portcullis and go right. Go down, left, down-right, get the coin (24), go left, top-right, up. Go right until you reach the lift control room and go right, up, left, left up the lift and right, up, up the lift again and right, get the coin (25), left and down lift, jump left off the platform into screen left, get the coin (26), now jump off the platform as far left as possible to land on the crafty cloud. Get the coin (27), walk left, go right to the room right of the lift control room, get the coin (28) if you haven't already.

At this point you should have 28 coins. If not, you're in trouble and had

better sort things out quick.

Otherwise, go up, left and get the coin hidden behind the railing top-right (29). Go right, touch Daisy to read a typical argument of a happily engaged couple, go past Daisy without stopping and get the coin hidden behind the window on the right (30). Now touch Daisy to complete the game.

FEUD MASTERTRONIC

YS APRIL 1987 - 8/10

Feud was a hugely(ish) popular little budget game, and for good reason. It could almost be a proper full-pricer (but it's a bit too rubbish) with its big, colourful graphics and piles of strategy. You're Learic, he's Leanoric and you're both having a bit of a tiff. This is made all the worse by the fact that you're both into magic. You've got to collect ingredients for your spell-book at the same time as keeping out of the way of Leanoric's spells. Tricky. A bit slow-moving but otherwise quality stuff.

★★★★

The most effective spells are the missile type, like Fireball, Lightning and Sprites, so look for the ingredients to these. Having armed yourself with a spell, don't leave the spell book open at the corresponding page or the spell will vanish. Be careful in the herb garden as it contains a guard who will chase you and drain your energy. To kill Leanoric, arm yourself with three missile spells and wait by your cauldron. Leanoric will appear after a while and will be completely vulnerable. If you find that Leanoric gets to a herb before you just move off the screen and wait for it to regrow.

SPELLS

Teleport This will teleport you from anywhere you like back to your cauldron.

Protect This will make you invulnerable for a while.

Sprites This is a missile spell.

Zombie This will create a slow-moving zombie which will follow you around. If Leanoric is on the screen

the zombie will appear on top of him, draining his energy.

Swift This allows you to move at double speed for a while.

Freeze If Leanoric is on the screen, this will prevent him from moving.

Doppelgänger Produces a duplicate of yourself which will distract Leanoric.

Lightning A missile spell.

Invisible Erm, makes you invisible.

Reverse Makes Leanoric move in the opposite direction to the one he's after.

Heal Er, heals you.

Fireball A missile spell.

KNIGHT TYME MASTERTRONIC

YS AUGUST 1986 - 9/10

Due to the unfortunate layout of the alphabet, and the fact that this is the sequel to a game beginning with S, you'll need a skip a page or two, read all about *Spellbound* and then come back. Done that? Right. Well, as you already know, this is the sequel starring, once again, Magic Knight and all that Windimation business. This time, though, it's set in space (a knight? In space?) with Magic Knight stranded on a spaceship. Not a very desirable state of affairs, so it's arcade adventure time again as he tries to escape. As you might expect, the graphics are excellent, the puzzles are well thought out and everything's generally triff.

★★★★★

Ah ha! I think we have the solution...

First unwear the invisible cloak, and drop it somewhere you can find it again. Command Derby IV to help. Pick up the blank ID card. Find the camera. Take the film of Gordon. Give the film and camera to SE-E3. Command him to help. Take the photo and the glue from SE-E3. Wear the valid ID card. Take the chocolate heart from Derby IV and give it to Sahrn. Take the advert from Sharon. You can stand on the advert to get the starmap and the pewter tankard. Give them to Gordon. Take the food from Sarab. When your strength gets low, the food will top you up. Move the ship to limbo and on to Eden. From Eden, move to Starbase One.

Refuel ship and command Gordon to help. He'll fix the teleporter. You may now beam down.

LITTLE PUFF IN DRAGON LAND CARTOON TIME

YS JULY 1990 - 83°

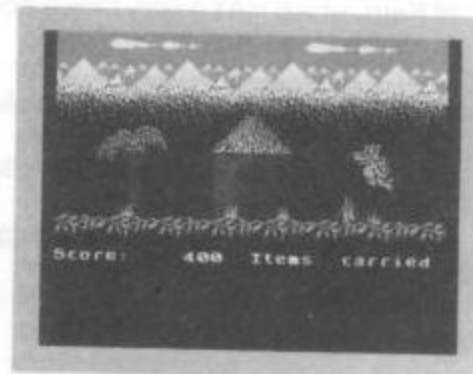
How come the only decent budget games seem to be the arcade adventure ones? Eh? This is another one, and is apparently designed for the 'younger player'. What this actually means is that it's 'cute'. You're a baby dragon called Puff who's got to escape from somewhere or other by collecting things and solving puzzles. The graphics are colourful and, yes, cute. The puzzles aren't too taxing. All in all it's a traditional barg at a traditional barg price.

★★★★

Take cherry, right, take potion, left, left, left, fire at tree stump, left, down, left, take box, left, drop box, take lifebelt, take box, right, right, right, right, take corkscrew, right, take envelope, right, right, drop corkscrew, take foot pump, left, down, take hamburger, left, left, left, left, take hammer (hammer and box become a key), stand in doorway and press Up twice, left, down, take corkscrew, left, down, left, left, left, left, left, left, left, left, drop lifebelt and foot pump, take lampshade and bottle

(corkscrew and bottle become part of pass), drop lampshade, take lifebelt and foot pump, right, right, right, down, left, down, take tin mat, left, left, left, left, enter doorway, left, left, left, drop foot pump and lifebelt, take envelope, take coconut, right, right, right, right, jump onto plunger, drop coconut to hold plunger down, left, enter doorway, left, left, take banana, left, left, left, left, take envelope, take apple, right, take diamond, right, right, take coin, right, right, right, enter doorway, right, take coconut, drop diamond, drop coin, right, right, take saw (saw and coconut become gold coin), left, left, take coin, take diamond, right, right, right, drop gold coin by guard's feet to make him vanish, right, right, right, er, that's it.

But there's a cheat too, of course - on the menu screen hold down all of the keys and (hopefully) when the game starts you'll be immune. Also, you can travel around the game by pressing 1 and the appropriate cursor key.



Little Puff: It's tough being cute. You wouldn't believe the trouble I have getting served in the pub.

ONE MAN AND HIS DROID MASTERTRONIC

YS JANUARY 1986 - 6/10

A bit of a weird one, this. You're a sort of 'Shepherd of the Future' and you've got to try to persuade your robotic flock of Ramboids to herd together into a teleporter. While not the most technically advanced games around, this was quite a popular little budget game in its time and is probably still good for a game or two every now and then.

★★★

What you're probably after is the list of teleport codes that'll get you onto any level. And here they are...

PREDATORY	CLOCHE
LEVEL	EMPIRE
BLIZZARD	UPANDAWAY
RASVOGEL	GRAVITATE
ECOLOGY	FUNCTION
RYEGRASS	COLANDER
GRAIN	GOOSEBERRY
RAGOUT	FETLOCK
VAMPIRE	FEROCIOUS
ENGAGED	VACUUM
ECTOPLASM	AUTOMATIC
RUMINATE	

SPELLBOUND MASTERTRONIC NOT REVIEWED

Okay, Magic Knight is the hero once again, this game being the sequel to

Finders Keepers (which was arguably the first ever non-crap budget game). The problem this time is that MK's tutor, Gimbal the Wizard, has made a bit of a bish with one of his spells and has become trapped, along with seven chums, in the mythical Castle of Karn, which isn't a very nice place at all. So Magic Knight, would you believe, has got to rescue him. In other words, explore the castle, solve lots of puzzles, use the drop down menu system to 'do things' (like talk to other characters) and generally admire the nice graphics. It's a barg of a barg.

★★★★★

Crikey. Here's a list of every single object, where to find it, where to use it, why to use it, when to etc...

ROOF

Four Leaf Clover Part of Candelium Illuminatum spell.

Bottle Of Liquid Give it to Florin and take it back again to restore your energy.

Wand Of Command With this you can command people to do things.

FOURTH FLOOR

Red Crystal Part of Crystallium Spectralis spell.

Ancient Scroll Read it for a big clue.

Green Crystal Part of Crystallium Spectralis spell.

Javelin Give this to Samsun and tell him to help when at the pit.

THIRD FLOOR

Engraved Candle The other bit of the Candelium Illuminatum. You must have the shield before you can cast the spell.

Teleport Key You must have this to use the teleport pad.

Red Herring Part of Fumaticus Protecticum spell.

Teleport Pad Must be on the floor before you can use it. Keep it in the lift.

Glowing Bottle Used to pass the bottle rooms. Drop it to release the banshee.

SECOND FLOOR

Book Of Shadows Give this to Orik.

Gold Bar Give this to Florin.

Lumps Of Brickwork Drop these, one on top of the other, to climb the Tower.

White Gold Ring Part of Crystallium Spectralis.

Blue Crystal Part of Crystallium Spectralis.

FIRST FLOOR

Tube Of Glue Give this to Florin

Trumpet Give this to Elrand.

Summon him, using the Elf Horn, to the wall on the second floor and command him to help.

GROUND FLOOR

Shield Use this when casting Candellium Illuminatum.

Strange Liquid Stand on it and cast Amouris Photonicus.

Pocket Laser Summon Rosmar, give this to her and command her to help.

Broken Talisman Give this to Florin if he has the gold bar and glue. Command him to help.

BASEMENT

Power-Pong Plant Part of Fumaticus Protecticum spell.

• In addition, Samsun carries an Elf Horn which you can use to summon characters, and Elrand has Mjolnir, Thor's hammer.

SPELLS

Crystallium Spectralis Go to the most magic room (ground floor). Drop the three crystals on the floor. Summon Orik and give him the crystal ball. You must be carrying the white gold ring and the wand of command. Cast the spell and throw the crystals at Gimbal to free him.

Candellium Illuminatum Drop four-leaf clover. To cast the spell safely you must carry the shield. When this is done, cast the spell and the candle will be lit.

Armouris Photonicus This makes your armour shiny. Stand on strange liquid (on ground floor) and cast the spell.

Fumaticus Protecticum To cast this, carry the red herring and the power-

pong plant.

Project Physical Body The broken talisman (repaired by Florin) and the crystal ball are needed to cast.

Release Spell You must have the white gold ring and Gimbal must be free. Once this has been cast, summoning the characters in the right order completes the game. The order is the same as the pictures in the gallery on the second floor, with Gimbal last.

STORMBRINGER

MASTERTRONIC

YS JULY 1987 - 9/10

Crikey, this Magic Knight fellow certainly gets about a bit, doesn't he? Here he is again in yet another David Jones budget extravaganza. Having narrowly escaped certain death etc in *Knight Tyme*, he's off again. This time he returns to his roots and finds himself in a castle with some quest or other to complete. It's basically the same sort of thing again - pretty graphics, Windimation (a sort of pop-up menu system of control), plenty of other characters to 'interact' with (snigger) and, of course, magic spells. It's a fairly standard arcade adventure at heart, but the added frills make it stand out as a cheapie.

★★★★★

There are two versions, one for 128K machines and one for, you guessed it, 48K ones. But unfortunately we've only got room for one solution. So let's have a show of hands. Who wants the 128K one? And the 48K? Hmm. The 48Ks take it by a whisker, by the looks of it.

At the beginning, take the bottle of liquid from the room to the left of the start. Drink this when your energy gets low. Get the chicken and, if you wait, it will lay a golden egg, a bronze egg and a silver egg. Take the newspaper from Robin of Shylock (he'll take an egg in return) and read it. Wear the right disguise and the newspaper will get to into the castle. Walk to Entwood and drop the advert. Barker the Ent lives here, but he's invisible. Take the brass ankh and the magic talisman from him and wear

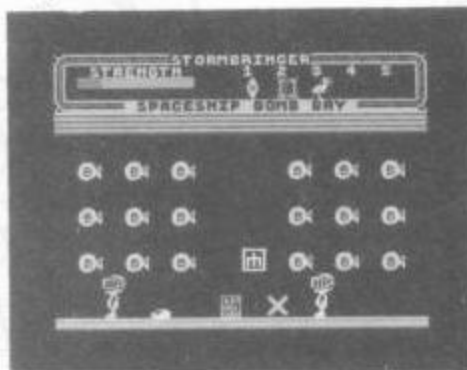
them. The talisman keeps your magic high whilst the ankh restores your energy to 60 when it gets down to 0, unless you're killed by an axe or the cloud. Go into the first room of the castle and you'll teleport to your pocket and into Limbo. Get and wear the boots. These allow you to jump chute. So go left, picking up up the advert and pulling any levers you might find, until you reach the jump chute. Drop the teleport and jump up the chute to the top. Go left until you get to the big white statue. Pull the lever. Walk under the arrow and drop the advert. Jump onto the advert and get the arrow.

Pick up the advert and drop down the flashing hole. Find Rachael of Amazonia and command her to help. You must convert the number she tells you to binary. Go right (pull any levers you find) until you find the jump chute. Drop down the hole. Drop the advert and the arrow. Pick up the glow shield and wear it straightaway as it drains your energy at a startling rate if you don't. Take the teleport pad and go up one level to Main Lever One. The idea on this level is to enter the binary number on the levers. For example, if your number was 12 then the binary for that would be 0001100. So you'd pull Levers Three and Four. The room to the left is dark, so you must walk very close to the left-hand side of Main Lever One, unwear the shield, run left and drop it very quickly. To get past the wall in Main Lever Four, throw the teleport pad at Reggie the Rat and teleport. If you have pulled the right levers the security door will be open and you can go through and the main teleport will have been activated. If you make a mess, cast Magic Fulcrum to restore the levers to their original positions. When you've finished, teleport, pick up the teleport pad, go right until you find the hole and fall down it. Make sure you have the silver arrow and activate the teleport. You'll go into Limbo. Find Robin and give him the arrow. Get the chicken and wait till it lays a golden egg. Give the egg to Robin. Now walk left till you find Bearwoolf. Then go right one screen and stand in front of the plant with the red flower. Cast

Press Plant. Quickly go and pick up the elf horn, as this room drains your energy, walk back to the plant and cast Press Plant again. Walk left until you are about a centimetre away from Bearwoolf's hand. Then blow the horn and summon Robin. Command Robin to help and he'll shoot Bearwoolf who'll turn into a teddy bear. Find the advert and come back to the screen where Bearwoolf was. Just before you get to the edge of the screen, jump and you'll land on a platform. Go across five screens like this and you'll find Bearwoolf's hoard. Drop the advert under the magic missile, stand on the advert and pick up the magic missile. When you throw this missile at the Off-White Knight he'll go to sleep.

Rather than ruin the rest by telling you how to incorporate Magic Knight with the Off-White Knight, here are some hints...

- Rachael has the mirror.
- Don't drop the dynamite.
- Magic missile and crystal ball let you cast Travel to Person.
- Tickle people with horsefeather to make them happier.
- To read the list of clues, give it to Aramis le Peux and command him to help a few times.



Stormbringer: Perhaps this isn't really the best place to stand..

THRUST MASTERTRONIC

YS DECEMBER 1986 - 8/10

With a name like, erm, the one it's got, Thrust is bound to be a bit good. And indeed it is. It's based around a constant battle with the laws of gravity, with you in control of a little triangular spaceship which has to rescue even littler pods from a series

of planets without getting shot or crashing into the planet's surface. It's a lot harder than it sounds, with the main problem being the awkwardness of controlling the ship. The scrolling's a bit flickery, but otherwise it's neatly executed and a definite 'must'.

★★★★

Only use the shields when it's really necessary - they use piles of fuel. Be careful not to shoot the pod while you're towing it, as it's easily done. Shoot all guns and pick up any fuel on the way into the planet, as you won't have a chance once you've got the pod. On Level Four there's a dead end. Shooting the switch opens a door for a short time.

So how about a cheat mode then, eh? Press the keys **SOMANYWOMEN** while the game is paused and a little **C** will appear by your score (which stands for 'cheat', most likely). Press **S** at any point and you'll jump to the next level.



Thrust: Oo-er.

TWIN TURBO V CODEMASTERS

YS AUGUST 1989 - 81°

Driving games. There are absolutely loads of them. Loads. So what do the Codies go and do? Yes, but as well as that? Yup. They do a driving game. And Marcus goes and gives it 81°. The chump. The truth is, of course, that *Twin Turbo V8* is rubbish. The graphics are terrible (only the bare essentials) and it's boring. The only good thing is the going-up-and-down-hills effect, which is quite effective. Only for really impoverished driving game fans.

★

When you get to the main screen with the picture of the car and hear the snazzy music, type **UNIVERSAL PEACE** and you'll have infinite lives and infinite time.



Twin Turbo V8: Ah-ha. That must be the 'start'.

ZUB MASTERTRONIC

YS FEBRUARY 1987 7/10

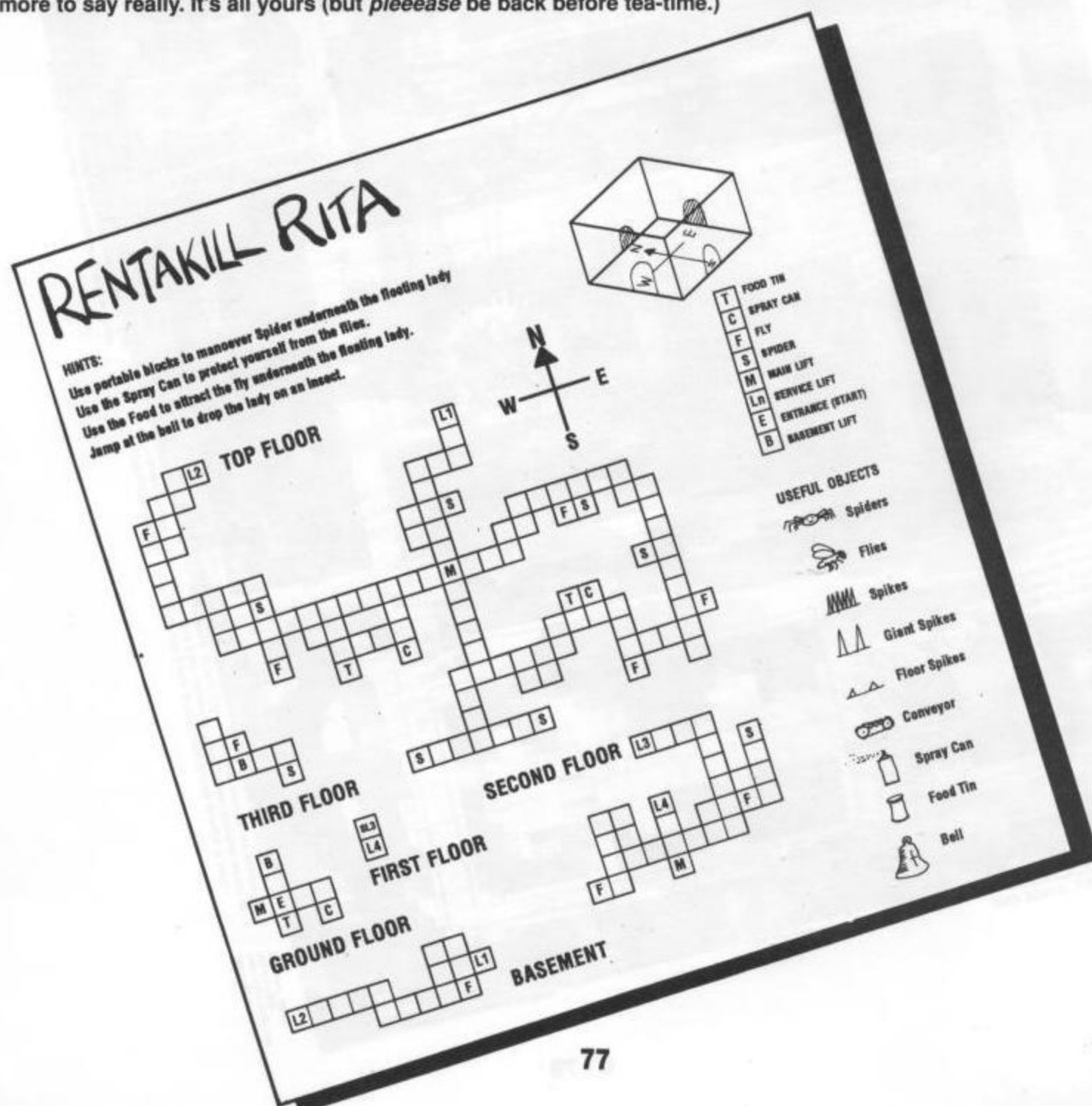
Some games are just too peculiar to categorise, and, as chance would have it, *Zub* is one of these (it was actually going to be called *Zob* until someone realised in the nick of time that 'zob' means something rather rude in French). It's a weird sort of a platform game with so many special effects and things bolted on that you tend to forget just how simple it is. The graphics (or what there are of them) are attractively presented and added bonus is the possibility of getting a negative score. But it gets a bit boring a bit too quickly.

★★★★

If you do get bored of playing Zub, you'll be delighted to hear that pressing 1, 3, 5, and 7 together gets you into Lightfarce, an entire new game hidden within the main one. And it's really good! But it only works on the 128K. Alternatively, pressing 2, 4, 6 and 8 while playing Zub activates the cheat mode. Not bad, eh?

WATCH WHERE YOU'RE GOING

Maps, eh? Where'd we be without them? Well, in some place where we didn't, er, know where we were, for a start. Probably... Anyway, maps are pretty serious poop and no mistake. And to put together a fabby-wazzy *Your Sinclair* tips book and not include any, well, we reckoned that'd be nothing short of committing the ultimate Speccy sacrilege. So we did. And here they are. From *Black Tiger* and *Thunderbirds* to *Ghouls And Ghosts* and *Count Duckula*, they're all you need to find your feet (and then get them walking in the right direction). Nothing more to say really. It's all yours (but *pleeease* be back before tea-time.)



LEVEL ONE, STAGE ONE

CASH
 1000 Yen
 200 Yen
 100 Yen
 50 Yen
 10 Yen
 5 Yen
 1 Yen

WEAPONS
 Machine Gun
 Rocket Launcher
 Grenade
 Bomb
 Missile
 Life Force

KEY
 200 Yen
 100 Yen
 50 Yen
 10 Yen
 5 Yen
 1 Yen



END OF LEVEL ONE

LEVEL ONE, STAGE TWO

Mr. Heik is a brilliantly cartoonish progressive shoot-em-up, with a lovely little Japanese key to it. You play a stubby little helicopter making your way through a series of convoluted underground caverns, shooting everything that moves (and a few

WEAPONS



END OF LEVEL TWO

LEVEL TWO, STAGE ONE

LEVEL TWO, STAGE TWO

things that don't). Throughout the game you'll come across groups of little square blocks - shoot them and a fair proportion will release crystals which (if caught) serve as cash. While some of the others lead you into 'shops' where bombs, missiles and other weapons can be purchased. There are hundreds of



END OF GAME

LEVEL THREE, STAGE TWO

LEVEL THREE, STAGE ONE

(Bonus! A whole new game map and a whole new chapter film.)

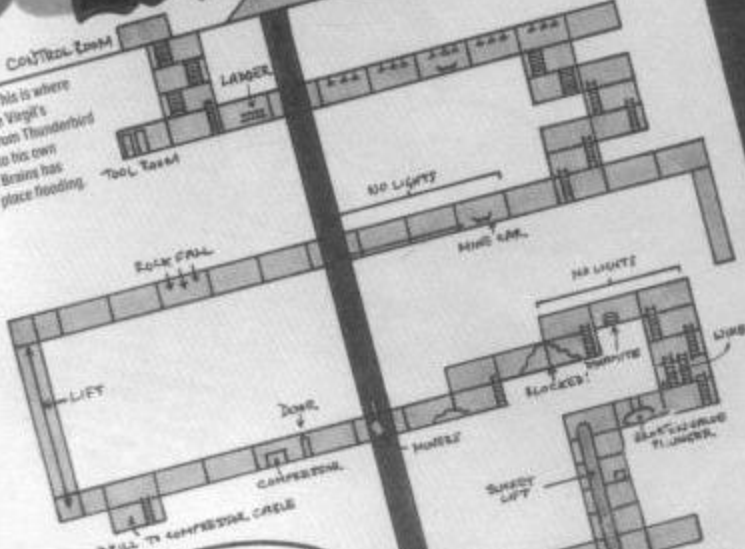
Mapped by Sean Kelly (Illustrated by Nick Grant)

THUNDERBIRDS

LEVEL 1



Control Room. This is where Alan starts once Virgil's dropped him from Thunderbird 2. Leave him to his own devices until Brains has stopped the place flooding.

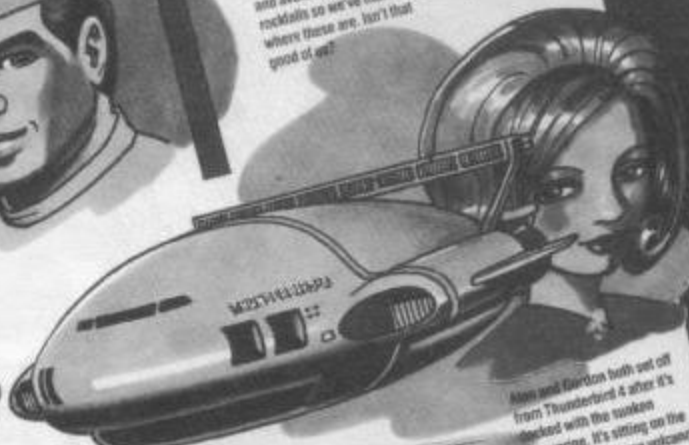


ARE GO!



Brains starts his mission from here and has to make his way up to meet Virgil at the trapped mine lift in the middle. You have to pick up tools to use at different points and avoid hazards like rockfalls so we've marked on where these are. Isn't that good of us?

Who're the most famous puppets in the world? Only Scott, Virgil and the boys from International Rescue, that's who!
And who star in Grand Slam's massive new-ish arcade adventure? Right again!
We liked it so much we gave it 85% (quite a high mark actually).
Now we bring you the essential map — the first two levels this month, the last two to follow.
YS Thunderbirds is go! It's F.A.B!



Alan and Gordon both set off from Thunderbird 4 after it's hooked with the broken submarine. It's sitting on the edge of an undersea volcano through, so, if our nuclear reactor doesn't go critical falling down, the volcano will push you off.

LEVEL 2



DRAWN BY JERADIAN

THUNDERBIRD



Oh, Parker...

Well done...

Yes, Milady?



Mission accomplished!
Thunderbird Two
returning to base!
F.A.B.!

ROMAN

It's the epic final level, and Scott and Virgil must make their way into The Hood's underground missile site to disable the weapon and recover the top secret roll of film he's taken of the International Rescue aircraft. Time is tight as they try to find their way out of the building and down into the tunnels. (Try using the key and pushing one of the lamps next to the wall bed. But be warned! Touch the wrong one and something nasty happens to you!)



Down here in the tunnels you'll find a target room. Calling it to you later.

Drawn by J. Erasmus 1988

ROMAN

BANK OF ENGLAND

On this level one of the main tasks involves collecting four keys from around the place. Here's the first one, just left lying about on the floor.



This one stars Lady Penelope and Parker as they raid the Bank of England (!) to recover info about who planted the bomb on the submarine in Level Two. Most of the time they have to travel around together, but can split up to tackle a problem from two ends. Let's follow them, shall we?

This safe contains a key.



There's another key stuck down in the sewers over here.



In the Security Room you'll have to get to the controls to open the Central, Launch and Computer Rooms.



Here you are at the end of the game. (Phe!) Now, where do you use the key, where is the film hidden and how do you move the two buttons that shut down the alarm? You'll have to wait and see!

BLACK TIGER

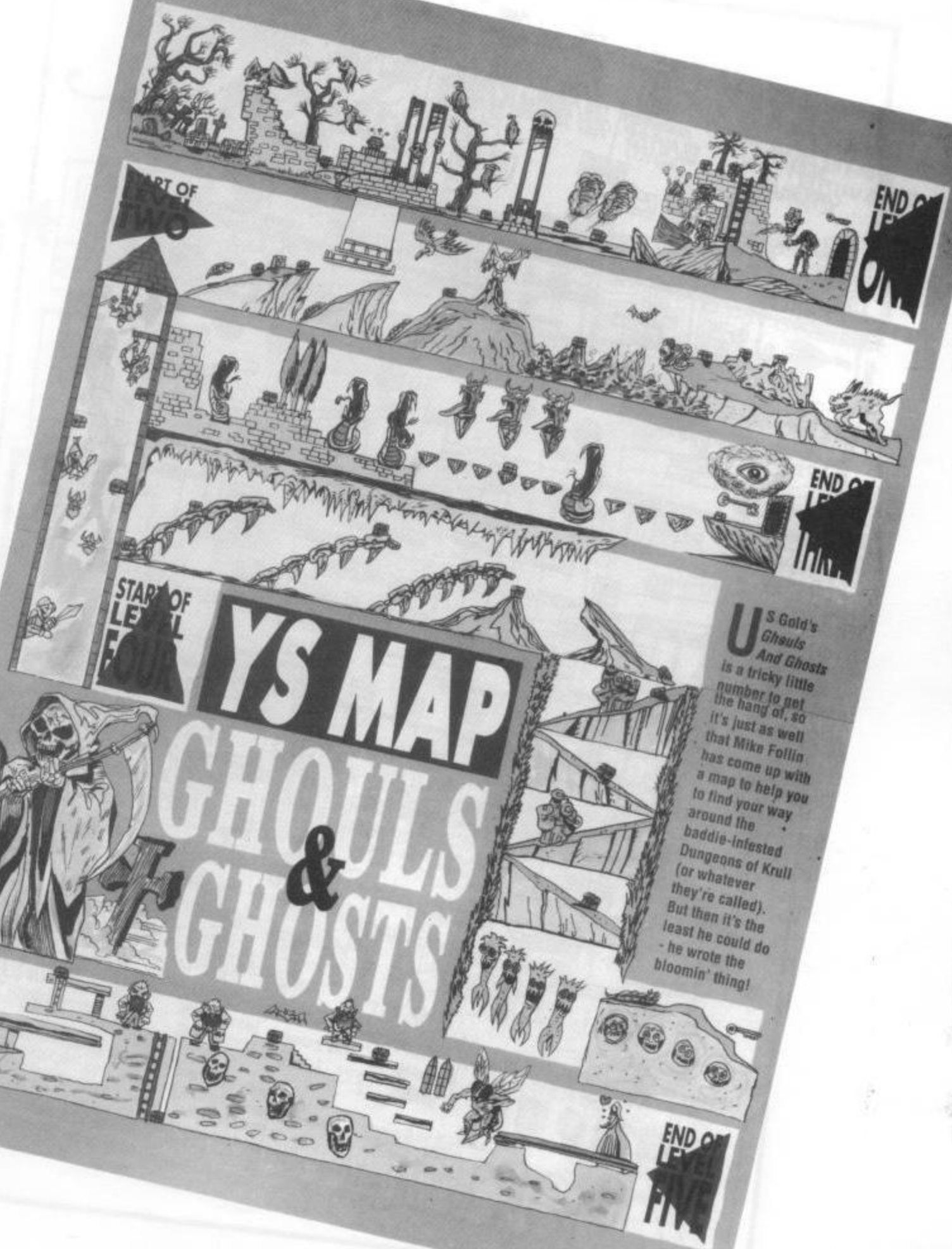
Key

p pots
B blob
A axeman
S snake
C trader
L fireman
V plant
C chest
d skull coin



S - start
F - finish
D - direction
X - die if touched

With Dennis



PART OF

END OF LEVEL ONE

END OF LEVEL TWO

START OF LEVEL THREE

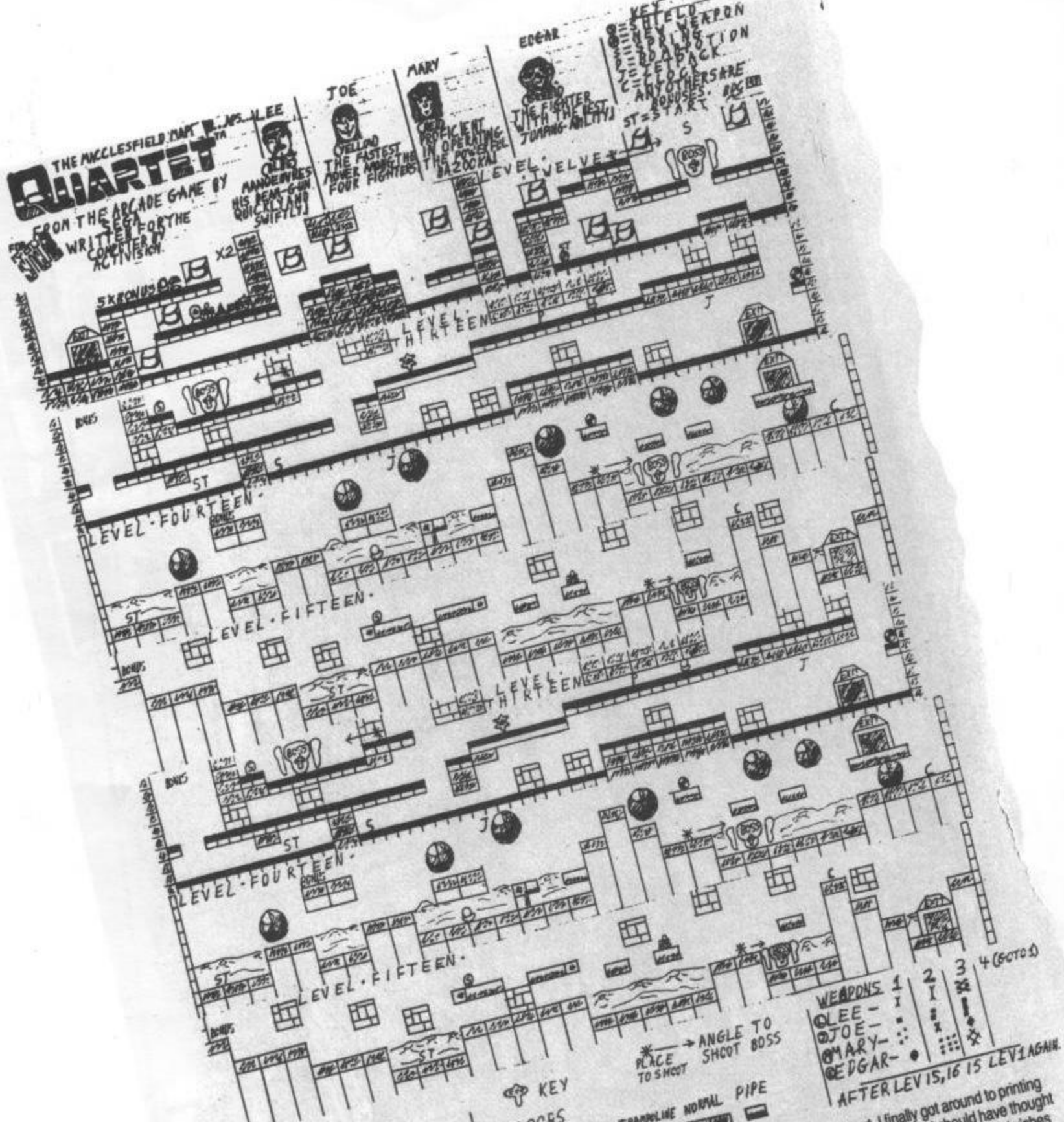
YS MAP GHOULS & GHOSTS

U S Gold's *Ghouls And Ghosts* is a tricky little number to get the hang of, so it's just as well that Mike Follin has come up with a map to help you to find your way around the baddie-infested Dungeons of Krull (or whatever they're called). But then it's the least he could do - he wrote the bloomin' thing!

END OF LEVEL FIVE

QUARTET

FROM THE ARCADE GAME BY
SEGA
WRITTEN FOR THE
COMPUTER BY
ACTIVISION

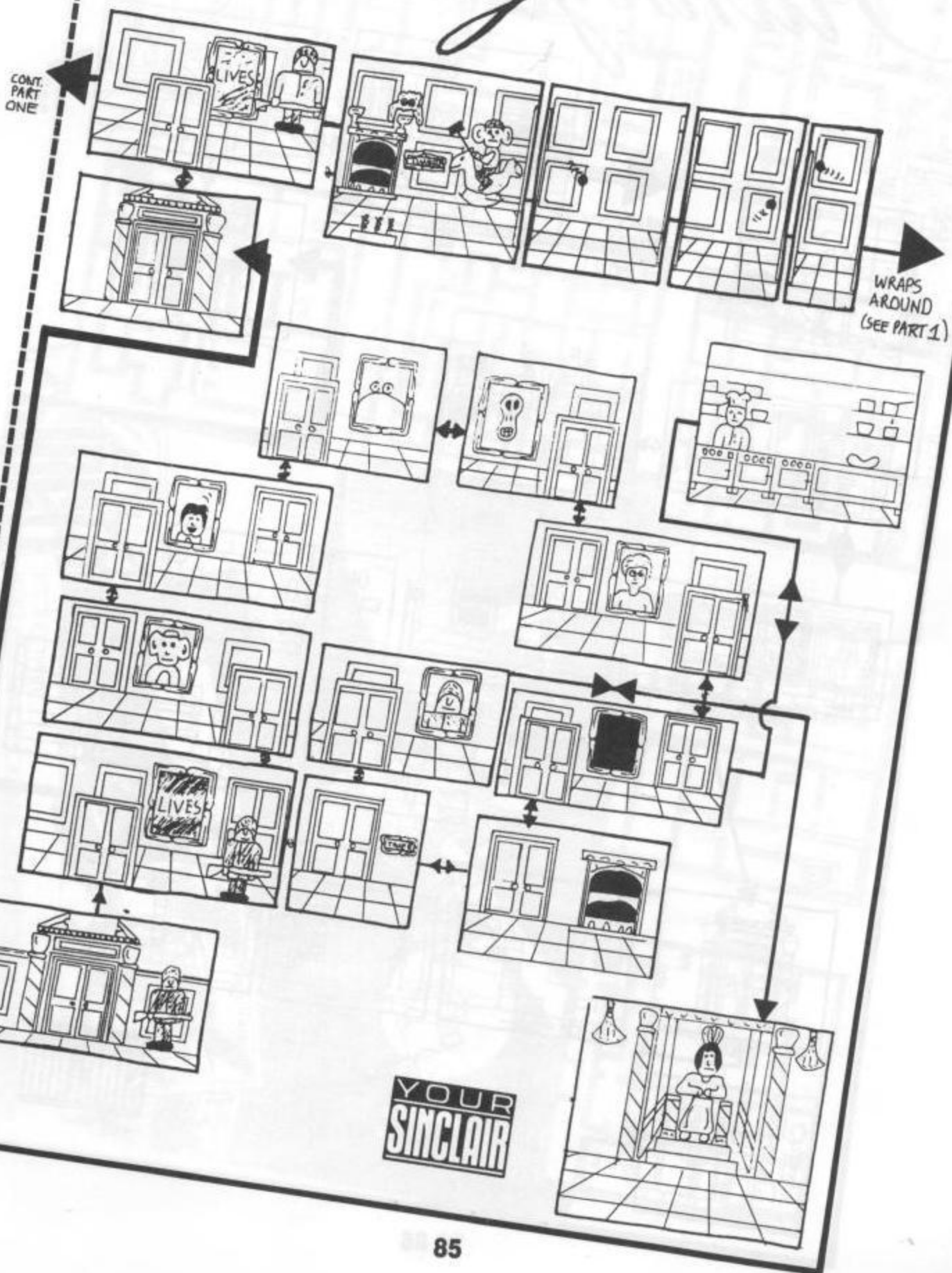


QUARTET

Finally, after months of waiting about, I finally got around to printing the second bit of the Quartet map. Yes, I know I should have thought about this before, but you know how it is: copy to write, sandwiches to eat, lunches to plan, magazines to read, games to play. It all just gets on top of you, dunnit? So many thanks to the jolly old Macclesfield Mapper for this super little mappington (Yibble yibble)

Flunky

PART TWO

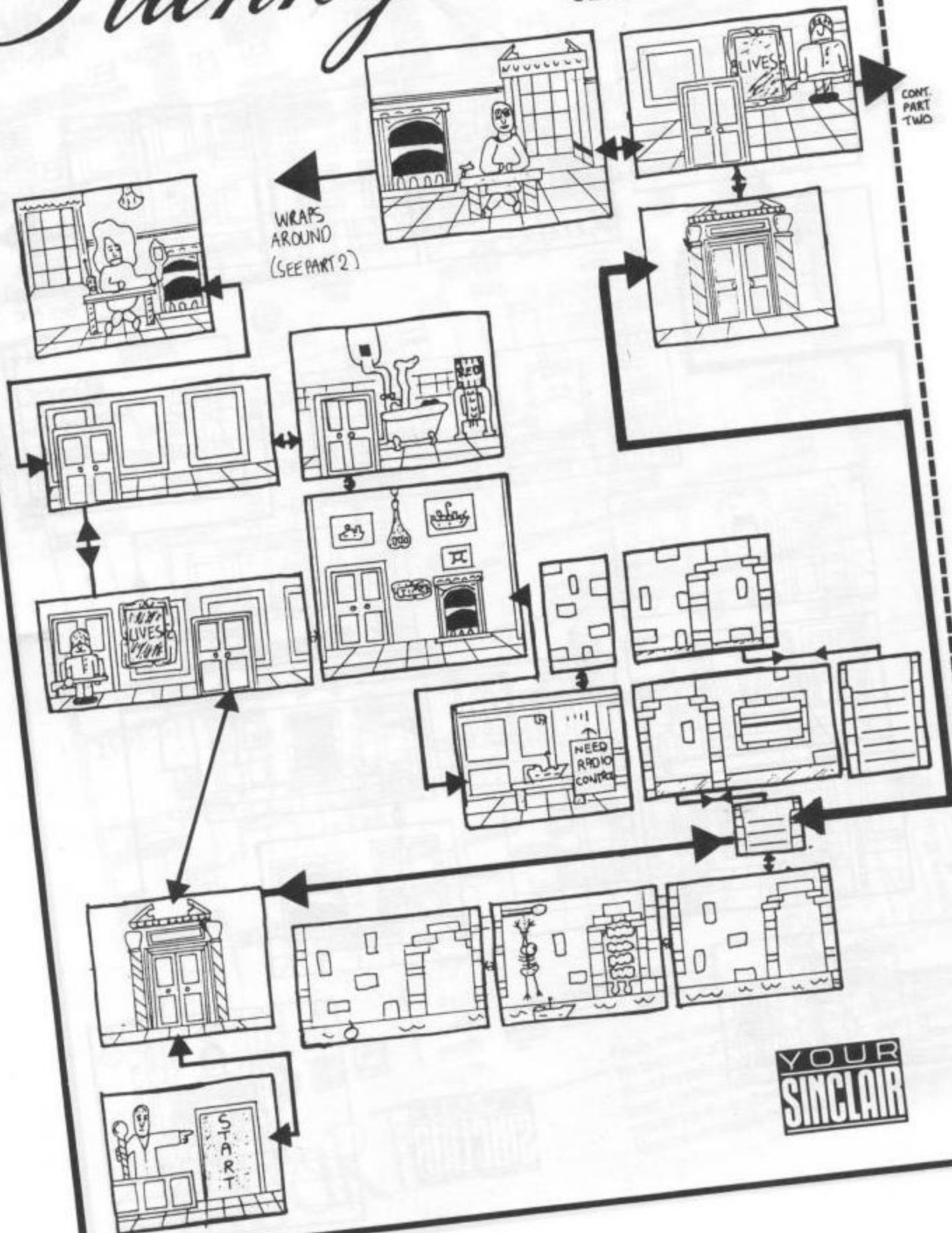


Flunky

PART ONE

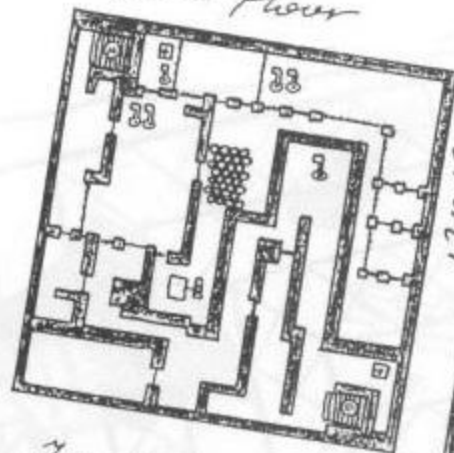
MAPPED BY:

DANIEL TRIGGER (13)
JEREMY TRIGGER (10)



YOUR
SINCLAIR

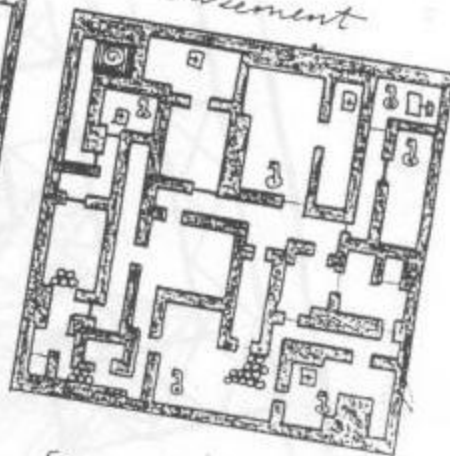
First floor



Ground floor



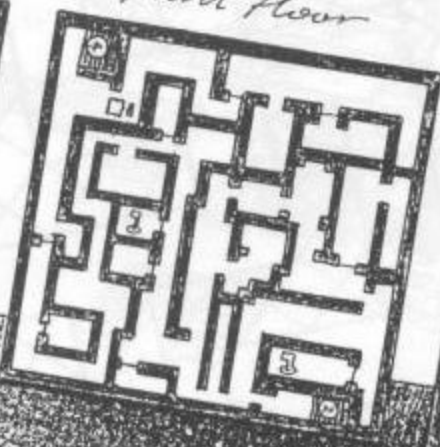
Basement



Fourth floor



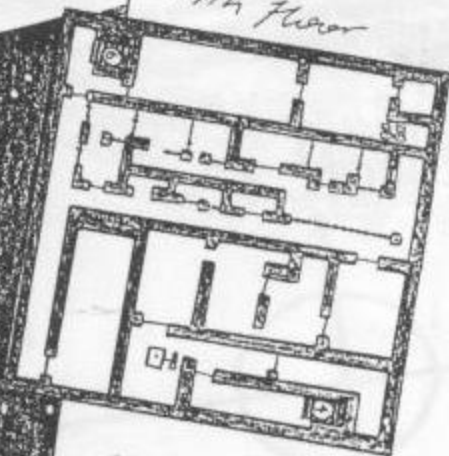
Third floor



Second floor



Fifth floor

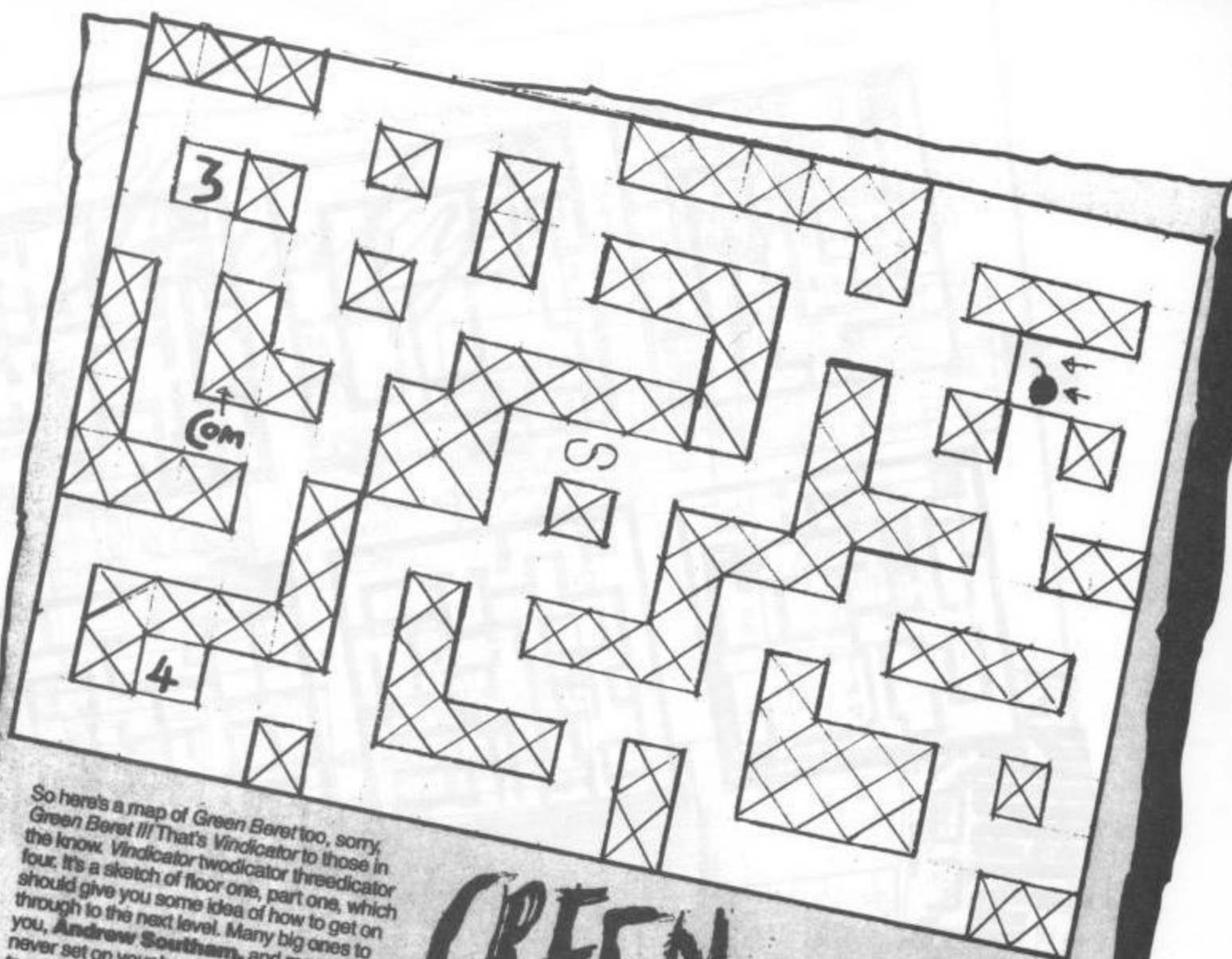


Sixth floor



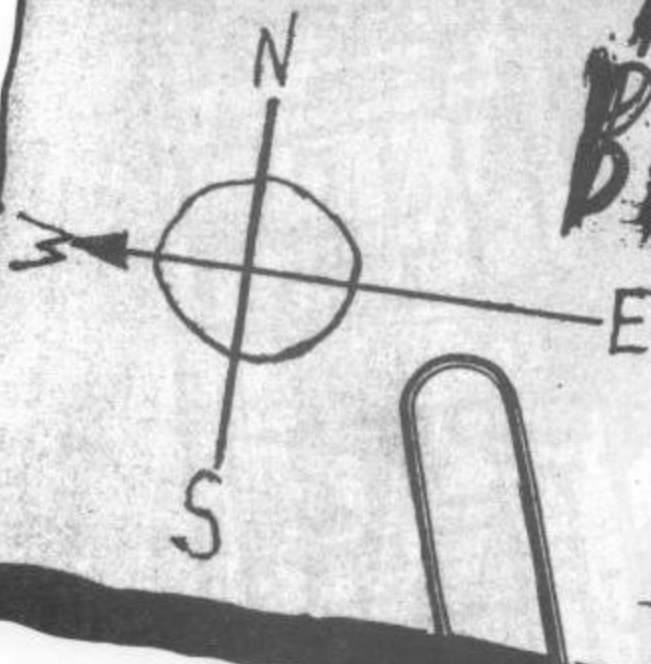
CLIPPING
 PASSENGER: ARE YOU A GOBLIN? STOP HAVE ENTERED THE
 EAGLES NEST STOP HAVE DISCOVERED EXPLOSIVES STOP
 WILL REPORT AGAIN WHEN PRISONERS FOUND STOP I HAVE
 AND PHOTOGRAPHS STOP I HAVE
 PHOTOGRAPHY STOP I HAVE
 PHOTOGRAPHY STOP I HAVE





So here's a map of Green Beret too, sorry, Green Beret III! That's Vindicator to those in the know. Vindicator twodicator threedicator four. It's a sketch of floor one, part one, which should give you some idea of how to get on through to the next level. Many big ones to you, Andrew Southam, and may the sun never set on your beret, ever again (Sniff, so touching)

GREEN BERET



Floor 1 PART 1

KEY: OS = START

3 } LIFTS UP. &
4 } DOWN &

Bomb COMPONENT.
Com COMPUTER ROOM.

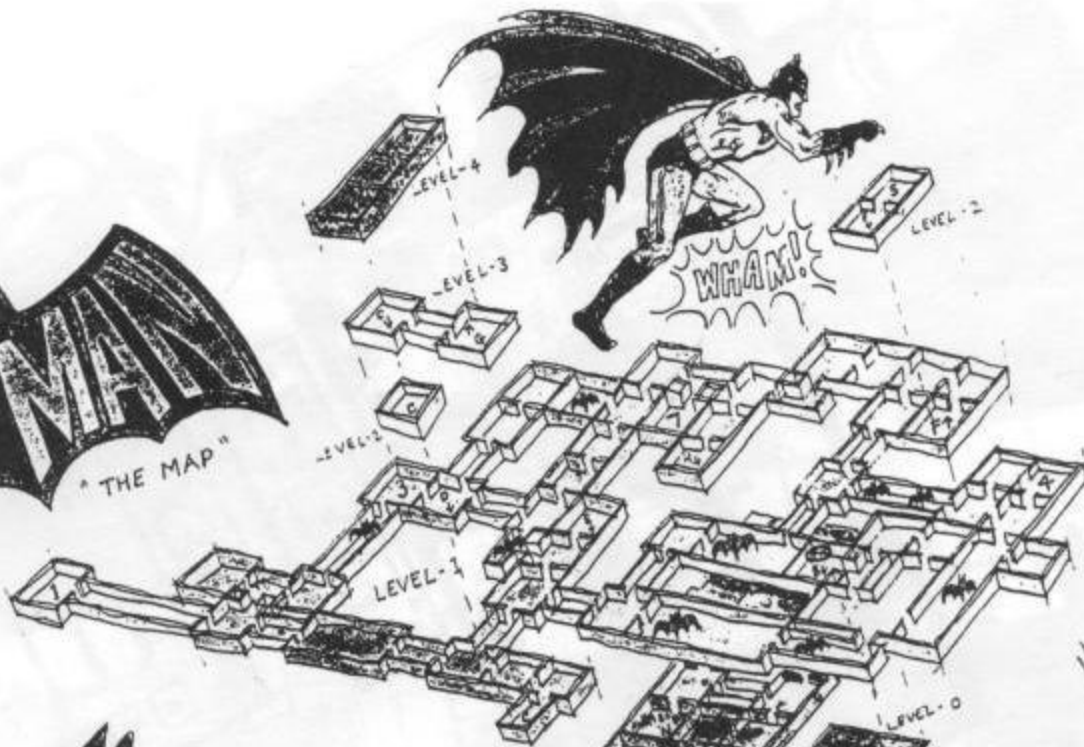
HINTS + TIPS: -

ANAGRAM ANSWERS 1ST FLOOR.

LEON WUPAS = PAUL OWENS.

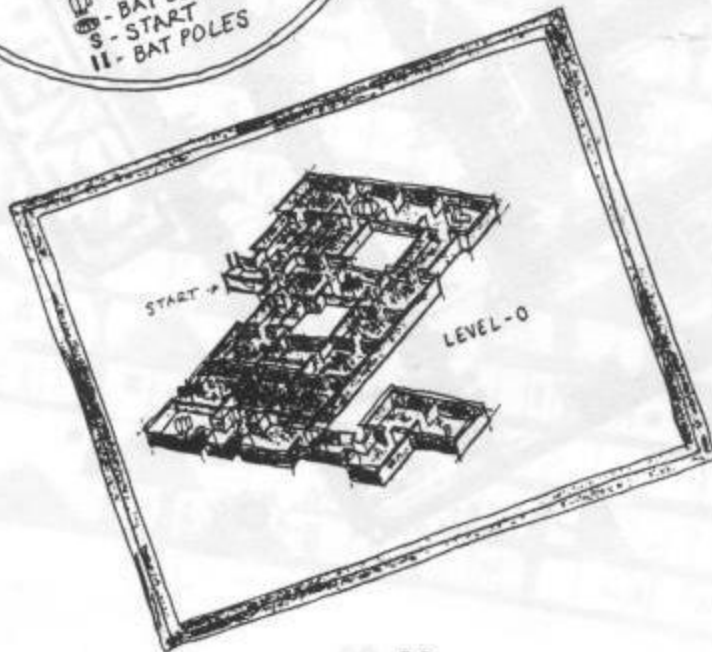
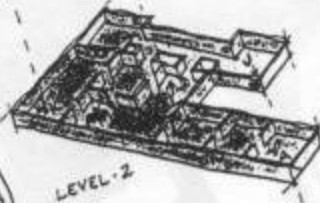
DAWN BARAMOAL = AMANDA BARKOW.

KEN MAROWS = UNKNOWN AT MOMENT.



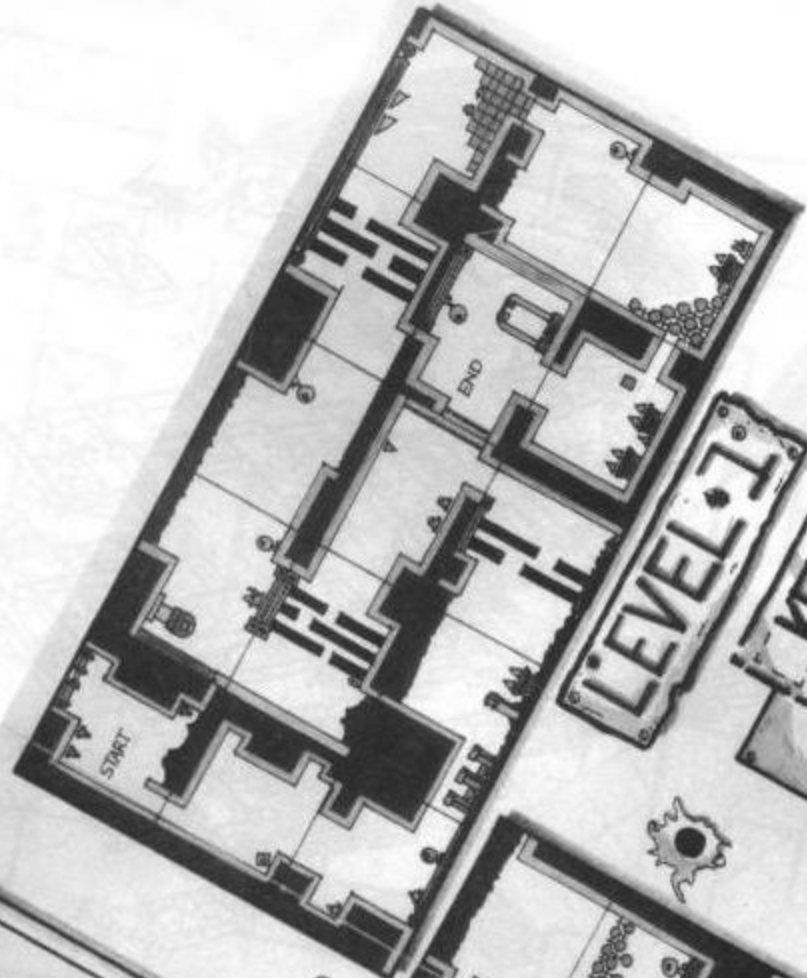
KEY

- EXTRA POWERS
- SPEED
- INVINCIBILITY
- DOUBLE JUMP
- DOUBLE LIFE
- 1 - PIECES OF BAT CRAFT
- CRAFT ASSEMBLY POINT
- SATCHEL
- BOOTS
- JET PACK
- BAT BELT
- S - START
- 11 - BAT POLES



CHEERNOID

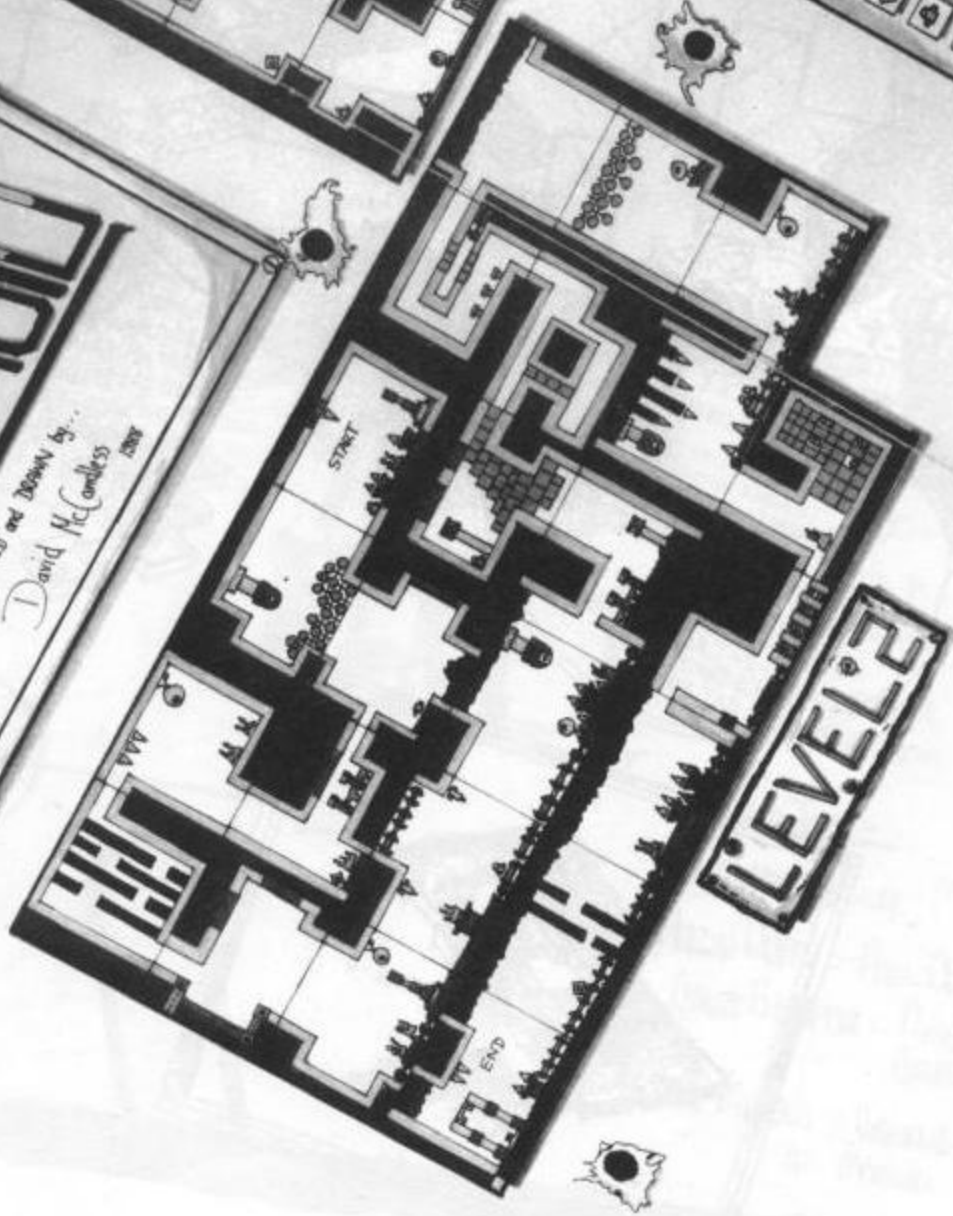
MAPPED and DRAWN by...
David McConless
1987



LEVEL 1

KEY

250	25	100	500
HOSTILES	CYBERSPACE	XTRA MIRROR	BACK GUN
DESTROYABLE BRICKS	HAPPINESS FOUNTAIN	WISPY?	MOTHER?

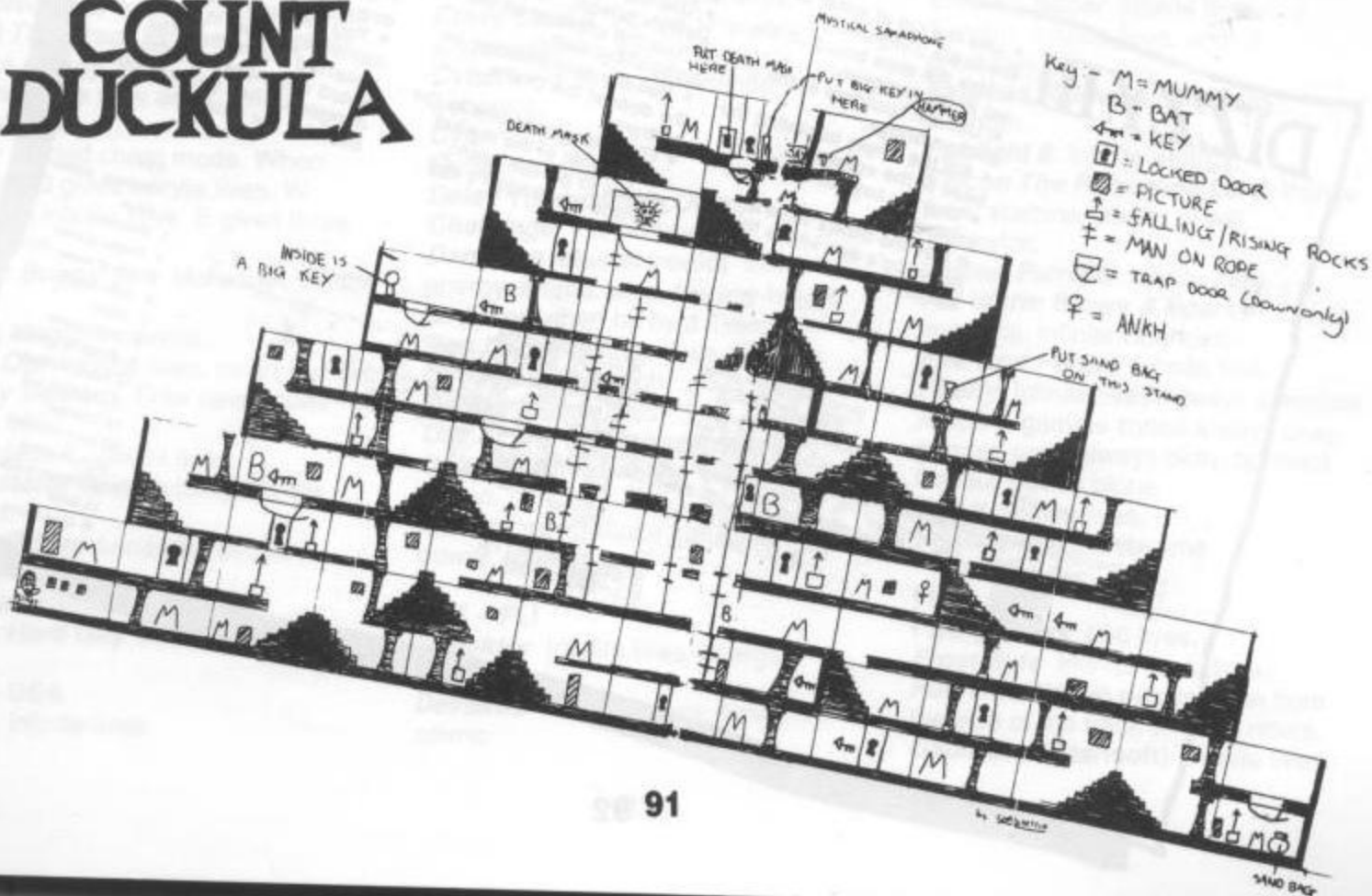


LEVEL 2

Navy Moves

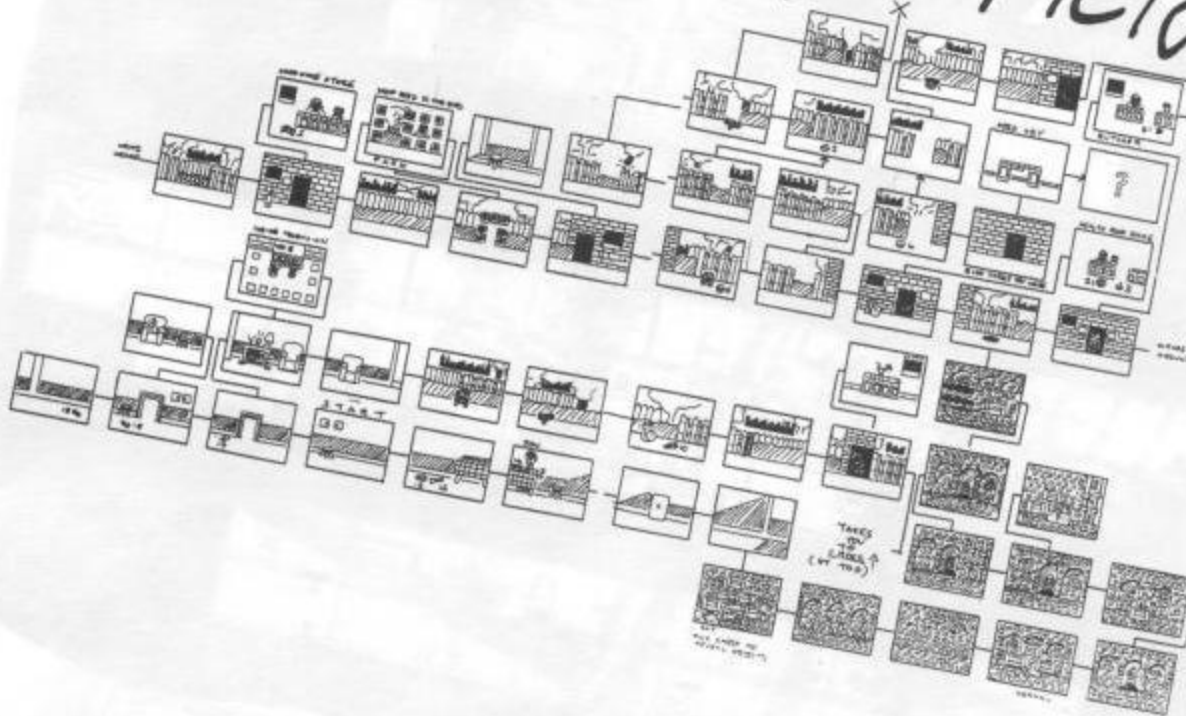


COUNT DUCKULA



OBJECT	USE	OBJECT	USE
1. SPARKING PLUG	FOOD	13. CUP OF COFFEE	KEEPS SLAF EAGER
2. BURNING FIRE	FOOD	14. DISH	?
3. BAKED	TAKE TO PINK IN KEY (S)	15. NEWSPAPER	?
4. FILE OF CASE	FOOD	16. OLD PINKS BOWL	?
5. RABBIT	TAKE TO MEATY FOOD	17. ? : MIXED BALLS	FROM 2 EGG: ONE FROM DRAKON'S LAIR SLEET EAGER?
6. HAMBURGER	FOOD	18. ? RUBBER SOUL	DROP AT FINE LEFT OF HOUSE TO BAKE HOLE IN WALL. FOOD
7. SPAC	TAKE TO HAMBURGER LINE TO GET PRIZE	19. ? : ?	NEED TO GET INTO THE FOUNTAIN
8. ? : ?	FOOD	20. ? : ?	FOOD
9. ? : ?	FOOD	21. ? : ?	FOOD
10. ? : ?	TAKE TO MEATY FOOD	22. ? : ?	KILLS RAT
11. LAMP	ALIGHTS YOU TO SEE IN COLLECT		
12. ? : ?	?		

Garfield

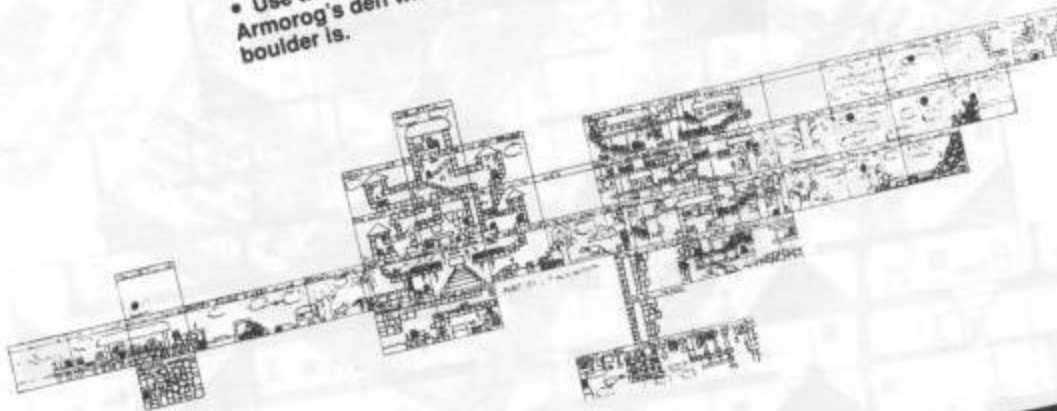


DIZZY III

- Use the jug of water on the fire in the dungeon.
- Use the stale bread on the rat in the dungeon.
- Use the boulders at the broken bridge.
- Fill the empty bucket at the base of the volcano.
- Use the keys at the lift control.
- Use the meaty bone at Armorg's den where the boulder is.

- Use the pickaxe in the deserted mines.
- Use the old thick rug at Daisy's prison.
- Use the crowbar on the bottomless well.
- Use the door-knocker on the door at the castle stairway.
- Give the pigmy-cow to the shopkeeper at the market square to get the bean.
- Place the dragon's egg

- from Daisy's prison with the other egg in the dragon's lair.
- Put the bean in the cow manure at the smelly allotment.
- Use the full bucket at the cow manure.
- You can't get one of the coins 'til you get in the deserted mines, then the guard will move from the dungeon. Then you can go back for the coin.



- KEY
- 1 Sleeping potion
 - 2 Keys
 - 3 Boulders
 - 4 Empty bucket
 - 5 Jug of water
 - 6 Stale bread
 - 7 Rope
 - 8 Meaty bone
 - 9 Bottle of whisky
 - 10 Rusty pickaxe
 - 11 Old thick rug
 - 12 Crowbar
 - 13 Door knocker
 - 14 Pigmy cow
 - 15 Dragon's egg
 - 16 Bean
 - Gold Coins
 - Torches

A THING ABOUT THE CASSETTE

Right, so we take it you've found the POKEs tape (you could hardly miss it, could you?), so now you'll probably want to know exactly what's on it. Well, hold your horses! (Er, not there, missus, he's likely to get a bit agitated.)

First off, a quick word about the instructions. There aren't any. Well, not on this page at least. To find out how to work the cassette, simply load it into your tape recorder and read the relevant information that scrolls (rather nattily, we must say) across the screen.

Secondly, re-releases. Quite a few games get re-released and put out on budget. However, you will find

that, unless a budget company name is stated, the routine is for the original release (with, naturally, the original protection system locked into it). It is possible that the hack you want may work on a re-released copy, but there's no guarantee.

And finally, we've got an insy-winsy word of warning for all you 128K owners out there (ho hum, you never seem to escape do you?) – a few of the hacks won't work on a 128K unless in 48K mode. And some won't work at all. Ahem. (Sorry about that.)

And that just about wraps it up. Time for some serious sabotage!

ACT – BUT

Action Force Infinite lives.
Action Force II Infinite lives, energy.
Agent Orange Infinite lives.
Agent X Infinite lives, time.
Andy Capp Infinite Alcometer, kisses.
Anfractuus Infinite lives, energy, time, thrust.
Arkanoid Infinite lives.
Arkanoid II Infinite lives.
Athena Infinite lives, time.
Avenger Infinite energy, inner force.
Ballbreaker Infinite lives, missiles.
Ballbreaker II Infinite lives, missiles.
Basil The Great Mouse Detective Infinite energy.
Batman (the new one) Infinite energy, time.
Batty Added cheat mode. When playing, Q gives infinite lives, W removes infinite lives, E gives three more lives.
Beach Buggy Sim More fuel, infinite time.
Black Magic Immortal.
Blow Out Infinite lives, smart bombs.
Bobby Bearing Time never goes below 9000.
Bombjack II Infinite lives.
Brainstorm Always complete the screen.
Bride Of Frankenstein Infinite energy.
Bubbler Infinite lives.
Butch Hard Guy Infinite lives.

CAB – DEA
Cabal Infinite lives.

Catch 23 Infinite time, bombs, ammo, soldiers/tanks don't shoot.
Centurions Immortal to nasties (but not to landscapes).
Chain Reaction Infinite jet, radiation, time.
Chase HQ Infinite time.
Chimera Infinite lives.
Chronos Infinite lives.
Cliff Hanger 100 lives.
Cobra Infinite lives, weapons.
Conquistador Infinite lives.
Cop Out Infinite lives.
Costa Capers Infinite energy.
Crazy Cars II Infinite time, bonus.
Crosswise Immortal.
Cybernoid Immortal, infinite weapons.
Cylu Infinite lives.
Cyrox Infinite lives.
Daley Thompson's Olympic Challenge Infinite lives.
Dan Dare (Mastertronic) Infinite energy, ammo, time, fall any height, no prison when hit by a Treen.
Dan Dare II Infinite lives, time, immortal, no Crunch.
Darius Infinite lives.
Day In The Life Immortal.
Dead Or Alive Infinite lives, thirst, ammo.
Deathscape Infinite fuel, lasers, power, shields.

DEF – FLI

Deflektor Infinite lives, energy, overload.
Deviants Infinite energy, time, ammo.

Die Alien Slime Infinite energy, time.
Dizzy Immortal.
Double Take Infinite lives.
Down To Earth Infinite lives, time, steps, bombs.
Dragon's Lair Infinite lives.
Dragon's Lair II Infinite lives.
Druid Infinite weapons, energy.
Dynamite Dux Immortal.
Earthlight Infinite lives, fuel, ammo.
Elevator Action Infinite lives.
Eliminator (Hewson) Infinite lives, shields.
Enduro Racer Infinite time.
Exolon Infinite lives, ammo, grenades.
Express Raider Infinite lives, strength.
Fairlight II Infinite energy.
Falcon The Renegade Lord Infinite time, stamina, power of will, Thinkstrik.
Falcon Patrol II Infinite lives.
Fat Worm Blows A Sparky Immortal, infinite Sparkies.
Fire And Forget Infinite fuel.
Firefly Infinite lives, always complete teleport, gamble zones always okay, gamble pods always okay, no need for four cloudy blobs.
Fist II Infinite lives.
Flintstones Infinite time.

FLY – HOW

Flying Shark 256 lives.
Frost Byte Infinite lives, time.
Full Throttle No deceleration from the side of the track or other riders.
Galaxians (Atarisoft) Infinite lives.

Galivan Infinite lives.
Galletron Infinite lives.
Garfield Infinite hunger, sleep.
Ghosts And Goblins Infinite lives.
Ghost Hunters Infinite Macho energy.
Goonies Infinite lives.
Great Escape Infinite energy, no guards, dogs, prisoners.
Great Gurianos Infinite lives.
Green Beret Infinite lives.
Greyfell Infinite lives.
Gryzor (original version) Infinite lives.
Guerilla Wars Infinite lives, don't lose tank.
Gunrunner Infinite lives.
Gutz Infinite lives.
Hades Nebula Infinite lives.
Hammerfist Infinite lives.
Happiest Days Of Your Life Infinite lives.
Head Over Heels Infinite lives.
Heartland Infinite energy, time.
How To Be A Hero Only one pineapple loses energy.
Howard The Duck Infinite time, nasties don't come out at you.

HUM - MAR

Human Killing Machine Infinite lives.
Hunchback II Infinite lives.
Hydrofool Infinite Rustometer
Ikari Warriors Infinite lives, fuel, ammo, grenades, tanks.
Impossaball Infinite lives, time.
Incredible Shrinking Sphere Infinite lives, ammo dumps.
Indiana Jones Infinite lives.
Into The Eagle's Nest Infinite hits, keys, ammo.
Jack The Nipper Immortal.
Jackle And Wide Infinite strength, time, no sudden death.
Joe Blade Infinite strength, time when defusing bombs.
Karnov (In Crowd re-release) Infinite lives, bombs, time, flame, no exploding nasties, one shot kills, load any level.
Kat Trap Infinite lives.
Kickboxing Infinite endurance, bonus.
Kinetik Infinite lives.
Kong Strikes Back Infinite lives, bombs, time.
Krakout Infinite lives.
Legend Of Kage Infinite lives.

Licence To Kill (48K) Infinite lives.
Mag Max Infinite lives.
Marauder Immortal, infinite smarts, no gun jam, no loss of life, no control reversal.
Mario Bros Infinite lives, time, Pow, time on bonus screen.
Martianoids Infinite lives.

MAS - ORI

Mask III Infinite energy, can't drown.
Merlin Infinite lives.
Mermaid Madness Immortal.
Metropolis Infinite energy.
Mickey Mouse Infinite energy.
Micronaut One Infinite energy, turn when you move, turbo acceleration, turbo deceleration, no deceleration when you hit a wall.
Mission Jupiter Infinite lives, thrust, ammo.
Moon Cresta Immortal (but you can still die if you fail a dock).
Moon Strike Immortal.
Mountie Mick's Death Ride Infinite lives, battery, ammo.
Nether Earth Infinite credits when building robots.
New Zealand Story Infinite lives.
Nexor Infinite lives.
Nightmare Rally Infinite lives.
Ninja Scooter Infinite time.
Obliterator Infinite energy.
On The Run Infinite energy, time.
Operation Thunderbolt Infinite lives, rockets, magazines.
Oriental Hero Infinite lives.

OUT-SHA

OutRun Infinite time.
Paperboy Infinite lives, papers.
Parabola Infinite lives.
Park Patrol Infinite lives.
Plexar Infinite lives.
Plot Infinite lives, energy.
Power Drift Always qualify.
Psycho Soldier Infinite lives, bombs.
Pulsator Infinite lives.
Rainbow Islands Infinite lives, no loss of rainbow power when you lose a life.
Rana Rama Infinite lives, life force on rune screen.
Rastan Infinite lives, energy.
Red LED Infinite energy on all droids, time.
Renegade Infinite lives.
Revolution Infinite lives.
Robocop Infinite lives.

Rocman Infinite lives.
Rogue Trooper Infinite kits (energy), ammo.
Rommel's Revenge Infinite lives.
Saracen Infinite lives.
Sceptre Of Bagdad Infinite lives.
Scooby Doo When loaded, press break then POKE 29614,0: RANDOMIZE USR 25e3 for infinite lives.
720° Infinite lives, tickets.
Shadow Skimmer Infinite lives.

SHO-TAN

Shockway Rider Infinite lives.
Sidewize Infinite lives.
Sigma 7 (128K) Infinite lives.
Silkworm Immortal.
Skool Daze Infinite lines.
Slapfight Immortal.
Soft And Cuddly Infinite lives, lasers don't overheat.
Solomon's Key Infinite lives, time, fireballs.
Space Harrier Infinite lives.
Spitfire Infinite lives.
Spooked Infinite time.
Spy V Spy III Infinite strength, fuel, time.
Stainless Steel Lives, shields, fuel.
Starburst Infinite lives.
Starfox Infinite fuel.
Star Paws Infinite energy.
Star Raiders II (original version) Infinite energy, lasers don't overheat.
Star Runner Infinite time.
Star Wars Infinite shields.
Stormbringer Infinite energy.
Super G-Man Infinite lives, fuel.
Super Hang On Part One infinite time; Part Two infinite time.
Tantalus Infinite energy.

TAR - TRA

Tarantula Immortal.
Target Renegade Infinite lives.
Teladon Infinite lives, oxygen, laser.
Tempest Infinite lives.
Terra Cresta Infinite lives.
Terramex Infinite lives.
Thing Bounces Back Infinite lives.
Thrust II Infinite lives.
Thunderbirds (Firebird) Infinite lives, weight, time.
Thunderbirds (Grandslam) Part One infinite lives, time; Part Two infinite lives, time; Part Three infinite lives, time; Part Four infinite lives,

time.

Thundercats Infinite lives, time.

Time Flies Immortal.

Time Scanner Infinite lives.

Toadrunner Infinite lives.

Top Gun Infinite lives.

Tour De Force Infinite lives, heat.

Trailblazer Infinite time, jumps.

Transmuter Infinite lives.

Trap Infinite lives, access all ships.

Trap Door Infinite time.

Travel With Trashman Lots of money.

Traxx Infinite lives.

TRI - ZYN

Triaxos Infinite time, dynamite, ammo.

Tube Infinite lives, smart bombs.

Turmoil Infinite lives.

Tusker Infinite lives.

Typhoon Infinite lives.

Uridium Infinite lives.

Vendetta Infinite lives.

Vindicator (Ocean) Part One infinite lives; Part Two infinite lives, rockets; Part Three infinite lives, time.

Virus Infinite lives.

Wizball Immortal.

Xarax Infinite lives.

Xarq Infinite energy.

Xecuter Infinite lives.

Xenon Immortal.

Yeti Infinite lives, temperature, grenades, ammo.

Zolyx Infinite lives, time.

Zynaps 255 lives.

Once you're all set up you'll want to know how to use the POKES. It's a cinch. Load up the game and, when you feel ready, press the button on top of your 'face. A menu will pop up (but you probably knew that already). Press T for Toolkit and the menu will change. Now press Space and type in the address of the POKE

By the way, some of the cheats need more than one POKE to activate them. Where this is the case, the description of the cheat has been given next to the last POKE in the listing. (The rest have the right-hand column left blank.) So, for example, to get infinite lives on *Basil The Great Mouse Detective* you'd need to do 41296,0 and 41968,201. Simple, eh?

96

Antirad	34270,0	Lives	Great M D	41296,0	
Arcadia	25776,0	Lives		41968,201	Lives
Arctic Fox	58309,0	Missiles & mines	Batman ('86)	36798,0	Lives
Arkanoid	33702,0	Lives	Batty	47633,x	x = lives
Arkanoid II	37483,0	Inf lives	Beach		
	40413,1	Two bats	Buggy Sim	45878,0	Fuel
	40413,4	Catch	Bedlam	58691,0	
	40413,32	Laser		59430,0	
	40414,1	Next screen		59783,0	
	40415,64	Power ball		59972,0	
	33423,0			60069,0	Inf lives
	33429,0	No moving bricks		30037,0	Stop balls
	40443,n	n = no of bricks	Bionic		
	40420,x	Ball speed	Commando	34690,0	Inf lives
Arkanoid II			Blade		
128K	37586,0	Inf lives	Warrior	39490,36	Lives
Army				39263,201	Immunity
Moves				37135,0	Time
Part One	54597,0	Lives	Black Lamp	33606,127	
Part Two	53772,0	Lives		34487,127	Lives
Artura	32138,182	Energy	Blind Panic	40596,201	Energy
ATF	35717,0			38688,195	Keys
	35718,0	No weight limit		38929,x	
	36451,62			38930,y	Screen co-ords
	36452,100			41013,l	l = level
	36453,0	Always full speed		34513,58	Autofire
	32815,n	n = lives	BMX Kidz	52108,0	Energy
	32990,0	Lives	BMX		
Athena	50267,0	Megajumps	Simulator	49264,58	Lives
	51212,0	Lives	Bobby		
	55268,61	Lives	Bearing	28094,36	Lives
Atic Atac	36519,0		Bobsleigh	43589,0	
	35353,0			43549,0	
	39092,92	Lives & energy		43614,0	Time
Attack			Bombjack II	25379,0	Lives
Of The Killer			Bomb scare	56777,0	Lives
Tomatoes	25323,0	Time		54129,0	Shots
	49433,81	Lives		56286,0	Energy
ATV				57316,201	Time
Simulator	60250,0	Lives	Booty	58294,0	Lives
	53718,201	Time	Bounder	36610,0	Lives
Auf			Bounty Bob	50155,n	n = lives
Wiedersehen			Brainache	28064,0	Lives
Monty	47715,201	Harmless crushers	Bravestarr	51803,24	
	42160,201	Harmless aliens		51804,18	Inf time
	41139,0	Inf lives	Bride Of		
	37002,0	Walk on water	Frankenstein	40476,201	Energy
Avenger	41619,24	Kwon-calls		37605,201	No nasties
	58294,0	Lives		35486,201	Life elixir
Ballbreaker II	35874,0	Lives	Bubble Bobble	43871,52	Lives
	39883,0	Ammo		36854,255	
Ballcrazy	28086,x	x = lives		36855,225	
	28488,0	Lives		36856,195	Press
	32995,0	Immortality		37857,7	pause for
Barbarian	51005,n	n = lives		36858,141	next level
	50914,0	Inf lives	Bubbler	57514,12	Lives
Barbarian II	40159,0	Energy		52533,0	Time
	38508,0	Lives	Buggy Boy		
Basil, The			128K	37966,24	Inf time

Camelot Warriors	53920,33		Deathscape	47621,167	Time
	53921,6			50752,0	
	53922,0	Lives		51186,0	Everything
Catch 23	46813,0	Cartridges	Death Wish III	38678,183	
	61635,0	Bombs		39353,183	Ammo
Cauldron	28602,0			43301,183	Inf injuries
	34756,0	Magic	Defenda	37531,0	Lives
	40060,0	Lives		34163,0	Smart bombs
Cauldron II	52133,0	Lives		50584,201	Shields
Chiller	34025,0	Lives	Deflektor	34473,0	Lives
Chronos	53407,x	x = lives		42557,201	Energy
	26987,201	Autofire		42627,201	No overload
Chuckie Egg	42873,0	Lives	Demon's Revenge	30699,17	Inf energy
Chuckie			Denizen	58594,0	
Egg II	35453,0	Lives		56506,205	Torch
Cobra	36515,183	Lives		61226,0	Bullets
Combat School	37088,0	Time		56355,0	
	37088,53	Normal time		60614,0	
Conquestador	59490,0	Invincibility		64053,0	Energy
	62370,0	No nasties		60822,0	
Cop Out	44929,0	Immunity		60823,0	
Crazy Cars	29403,0	Time		60824,0	
Critical Mass	56879,0	Energy		61107,0	
Crosswize	51617,0	Immunity		61108,0	
	33939,12	Lives		61109,0	Door passes
Crime Busters	46100,201	Time	Desolator	36770,0	Flips
	61012,201	Lives		45205,201	Energy
Crystal Castles	63733,0	Lives	Deviants	35272,0	
Curse Of Sherwood	64613,0	Lives		35286,0	Ammo
Cybernoid	34732,201			26575,0	Time
	36156,201	No guns shot		61196,0	Energy
	36928,201	No tunnel aliens	Dizzy	54216,0	Immortal
	37479,201	No snake		62745,0	Lives
	38896,201	No rocket attacks			
	39906,201	No aliens	Double Dragon		
Cybernoid II	34402,0	Ammo	Part One	37693,0	Lives
	25427,s	s=speed (0-3)	Part Two	37815,0	Lives
	26896,0	Immunity	Part Three A	37813,0	Lives
			Part Three B	37794,0	Lives
Cybernoid II 128K	30548,0	Ammo	Part Four	37824,0	Lives
	36060,0	Lives	Part Five A	37818,0	Lives
Dan Dare	23974,168	Energy	Part Five B	37979,0	Lives
Dan Dare II	61827,0		Double Take	40243,201	
	61840,0	No Treens		49022,0	Lives
	56382,201	Immunity	Down To Earth	40141,182	Missiles
	60677,0	Time		38583,0	
	53778,0			38911,0	
	63397,1	I = level		39168,0	
	58278,62		Draconus	39387,0	Bombs
	58279,80			64215,0	Lives
	58280,18		Dragon Ninja	62866,0	Flames
	58281,201	Energy		43455,8	Repulsion
Darkside	45482,0			38918,0	Lives
	47924,0	Shields	Dragon's Lair	38684,1	Time
	45436,0	Fuel	Dragon's Lair II	51867,0	Lives
				35766,0	Lives

Dr Destructo	41763,n	n = player one lives	43079,1	ECM system
	34837,n	n = player two lives	43082,1	Fuel scoop
	42517,0	Days	43083,1	Escape pod
Driller	47882,195	Time	43084,1	Energy one bomb
	48246,0	Energy	43085,1	Energy unit
	49425,0		43086,1	Docking computer
Droids	49022,0	Shields	43049,x	x = money
	34450,0		256000	
	34548,0	No. one passes	43122,192	ECM and Cloaker
	34499,0			
	34584,0	No. two passes	Empire	
	31295,0		Strikes Back	Shields
	34248,0		Enduro Racer	n=time
	34782,0	Immunity	43651,0	Time
	39866,0		Exolon	Double fire
	39867,0			One shot
	39868,0	Code always right	40110,0	Mines don't hurt
Druid	24890,201	Energy	37397,0	Rockets
Druid II	34639,24	No nasties	36831,24	No cannon fire
	30012,58	Energy	42330,201	No flying aliens
Dustin	52045,195		42330,0	
	52932,0		42336,24	Loads aliens
	52937,0	Time	Express	
	52939,0	No penalty	Raider	Strength
	52904,0	Immunity		Lives
Dynatron				Time
Mission	44969,n	n = lives		Energy
Earthlight	50062,0	Lives	Fairlight II	No locked doors
	51284,0	Fuel		Carry anything
	53143,0	Ammo		
Earthlight			Falcon,	
128K	49944,195	Land = finish zone	Renegade	
	51708,62	Missiles	Lord	Time
	50607,83		Fast 'n'	
	50610,62	Shields	The Furious	
	50668,83			59553,24
	50671,62			59554,75
	50853,83	Fuel		59353,58
Eidolon	41317,0			59526,58
	41318,0		Fat Worm	60770,201
	36117,201			48861,0
	40232,78			30624,201
	41455,17	Immunity		48856,n
Elite	39517,0	Energy	Firefly	44998,n
	39959,0	Missiles		43670,201
	46848,0	One hit kills		45889,24
	46759,0	No overhear		45913,62
	56997,0	Fuel	Firelord	42877,24
	56280,0			38720,201
	56290,0	Hyperspace		34509,0
	39987,0	Escape pods		34984,58
	28820,0	Energy bombs		39552,205
	54261,0			39777,24
	54275,0	Dosh		42900,201
Elite 128K	43071,3			22916,201
	43072,3	Mining lasers		47110,201
	43074,3	Large cargo bay	Flash Gordon	39169,24
	43075,3			50732,0
	43078,1		Foxx Fights	49123,0
			Back	
			Flying	48071,0
				Lives

Jack			Martianoids	46793,0	Lives
The Nipper	44278,58		Masters Of		
	44285,58	Immunity	Universe	42173,0	Energy
				51406,0	Lives
Jackle			Mega-		
And Wide	45545,0	Time	Apocalypse	23578,0	Lives
	39248,0	Strength	Merlin	36561,1	
	46029,0	Immunity		36599,1	Lives
Jailbreak	50651,0	Lives	Metrocross	43006,195	
Jet Bike Sim	27156,201	Always qualify		44490,0	Inf time
Jet Set Willy	34785,x	x = lives (max 31)	Mickey Mouse	40814,201	Water
	35899,0	Lives		36520,0	Lives
	34795,n	n = start room		40012,0	Slow
	41983,255-n	No. of objects		40035,0	Bolts
Joe Blade II	58108,20			40058,0	Shield
	58109,225	Complete subgames		40091,0	Bird's head
	59116,20			40114,0	Glue
	59117,225	Lot of time		40137,0	Repulsive
Kai Temple	47783,0		Micronaut II	33370,n	n = energy
	47824,0	Lives		34650,0	
Karnov	32968,0	Keep weapons		34651,195	Energy
	24952,2	Max firepower		34768,107	Clouds = energy
	24938,31			52004,0	
	24949,15	Have all icons		52005,0	Turn whenever
	36847,201	Start where killed		52150,81	Turbo speed
Kinetik	61998,0	Lives		52163,62	Turbo slow
Knight Lore	53567,0	Lives		52591,0	Hit wall speed
Knightmare	38686,16		Motorbike		
	38693,16	Energy	Madness	33321,n	n = lives
Kokotoni Wolf	28929,8			33551,195	Lives
	28934,8		Motos	33288,0	Start same level
	28939,8	Immunity		42241,167	Lives
Krackout	46565,0	Lives		33300,n	n = start lives
K-Ring	33636,0			42462,0	
Last Crusade	43076,0	Lives		33292,0	
	42596,x	x = lives		41966,0	Power
Last Ninja II	36576,198	Level One		42473,0	
	35993,198	Level Two		41967,0	
	36751,198	Level Three		33295,0	Jumps
Legend			Mr Weems	30742,2	Potions
Of Kage	30609,200	Lives		39973,0	
Light Force	40725,0	Lives		40019,0	
Live				39974,0	
And Let Die	27261,201	Fuel		41228,0	Energy
	43324,0	Get killed		37891,0	Time
Living			Munsters	29667,0	Lives
Daylights	38913,201	Inf lives	Mutants		
Mad Mix	40296,0	Lives	Navy Moves		
	39947,n	n = lives	Part One	49962,0	Lives
Mad Max	58475,0	Lives	Part Two	54047,0	Lives
Manic			Part Three	55790,0	Ammo
Miner	36160,0	No horizontal nasties	Nebulus	32921,0	Lives
	36106,0	Immunity		43650,0	Time
	35160,0	Mystery POKE!	Nemesis	51949,0	Lives
	36150,0	Alter nasties	New		
Marauder	35160,175		Zealand Story	50000,0	Immunity
	35161,50			51732,201	No nasties
	35162,95			51771,201	Arrows
	35163,250	Lives	Ninja		
Mario Bros	44079,0	Lives	Commando	29076,x	x = lives

Northstar	48371,190	Lives	Rambo	27401,52	
	45283,0	No aliens		30263,0	Lives
	43680,0	Weapons	Rambo 3	57830,0	
Nosferatu	32499,0	Time		57831,0	
	39791,201	No nasties		57832,0	Immunity
Operation Wolf 128K	40840,0	Lives	Ramparts	43059,0	Lives
	40756,183	Grenades		35079,201	Invincible
	40727,183	Magazines	Rana Rama	57463,205	
	41150,0			59836,205	
	41762,0	Damage		57572,201	
	40837,0			59821,0	
	40838,0	Continues	Rastan	57421,0	Lives
	39728,0	No enemy fire		39895,0	Energy
Orbix The Terrorball				40269,5	Lives
Oriental Hero	32188,0	Lives	Rastan 128K	40790,0	Megajumps
				39710,0	Energy
OutRun	28995,12	Lives		40084,62	Lives
OutRun +3	40623,0	Time		39393,0	Icons
	39209,0	Time (no music)	Rasterscan	40605,0	Lives
	40628,0	Time (music)	Rebel	39237,0	Power
Overkill	42968,0	Lives		49958,0	Immunity
Paperboy	49263,0	Papers		51139,0	
	50577,190	Lives		49239,0	Energy
	50495,201	Immunity		49249,0	Time
Parabola	38303,0	Lives	Red Led	32626,0	
Park Patrol	53949,0	Lives		31928,0	
Pentagram	49977,182	Lives		41961,0	Energy
People From Sirius	31374,0	Light		32746,201	Lives
	31473,0	Bullets	Renegade 128K	35094,0	Don't fight back
	31329,0	Immunity		39804,0	Time
	28505,0	Weird!		37666,3	Hard punches
Pinball Sim	35237,0	Balls		40455,195	Lives
πR Squared (ahem)	38752,0	Lives	Renegade III 48K	38459,0	Lives
	38481,0	Energy	128K	38457,0	Energy
Phantom Club	49803,237	Energy		39085,0	Time
Platoon	31138,0	Grenades	Rentakill Rita	57982,0	Lives
	31268,0			58520,0	Spray
	31269,0	Hits		58229,0	Food
Project Future Pro	30147,x	Morale	Return Of The Jedi	46267,201	No trees
Skateboard Sim	34281,0	x = lives		52140,0	Lives
Psycho Soldier	41401,201	Lives	Revolution Ricochet	35652,182	Lives
Pud Pud	49287,0	Immunity	Road Blasters 48K	37385,0	Lives
Qarz	44996,x	Lives		48634,60	Lives
	44991,1	x = lives		55214,0	Fuel
	46064,0	l = start level	Road Blasters 128K	29261,0	Lives
	45944,0	Lives		37100,0	Fuel
	45945,0	Immunity	Robin Of The Wood Robocop	49111,0	Lives
Quazatron	45370,183	Time		25917,0	Lives
	58238,0			25424,0	Time
	58255,24			25795,0	No pause when shot
	58256,65	Energy	Rock 'n' Roll	34039,0	Turbo speed
				31007,0	No baddies
				41423,0	Lives

	63856,176	Quits
	63858,32	
	63859,178	No doors
	63861,205	
	63862,177	No laser
Thrust II	34200,0	Shields
Thunderbirds	62134,0	Lives
Thundercats		
48K	31407,0	Lives
Thundercats		
128K	30060,0	Weird
Thunderceptor	54487,201	Lives
Tomahawk	35508,n	n=lives
	24601,0	Lives
	37140,167	Rockets
	37206,167	Hellfires
	37087,24	Bullets
Toobin'	61721,0	Lives
Top Gun	26460,0	Lives (player one)
	32646,195	Fall any height
Tour De Force	42062,0	Cycles
	45472,24	Time
Transmuter	28878,0	Lives
Trantor	56596,0	Strength
	56711,0	Time
	54236,0	Ammo
	52514,0	No aliens
	52221,0	Lives
Typhoon	39143,0	
	39303,0	Lives
UCM	27832,0	
	30884,24	
	34198,24	Bazooka
Uridium	55419,0	
	55420,255	Immunity
Vatman	56681,0	Immunity
	52134,0	Autofire
	55435,0	No enemy
	55445,0	Single thug
	56547,0	Immunity
Venom		
Strikes Back	45600,0	Weapons
	49941,201	No nasties
	45803,201	Waterproof
	42849,0	
	42831,0	
	44914,0	Immunity
Vindicator		
Part One	33448,0	
	34064,0	Lives
Part Two	34139,0	
	34203,0	Lives
	38631,0	Rockets
Part Three	35055,0	Time
	34364,0	Lives
Virus	48128,n	n = lives
	44912,0	Lives
War	37033,0	Lives
WEC Le Mans	26110,34	Time

Where Time		
Stood Still	54945,0	Energy
Who		
Dares Wins II	50833,0	Lives
	51847,0	Grenades
Wizball	37052,0	Lives
	48190,210	Immunity
Wonderboy	34362,0	Lives
	34338,0	Axe
	35305,24	Load any level
	34106,195	
	408167,195	Immunity
	41250,195	
	41870,195	
	38176,0	Vitality
Xarax	41352,0	Lives
	50800,0	Lives
Xecuter	54017,0	Lives player one
	53538,0	Lives player two
Xeno	22225,1	Lives
Xevious	53756,58	Lives
	53592,n	n = start lives
Yeti	47894,0	Lives
	49077,0	Ammo
	48328,0	Bombs
	56318,201	Disable guns
Yogi Bear	33912,24	Immunity
Zolyx	50476,0	Time
	50800,0	Lives
Zynaps	45424,0	
	45425,0	
	45426,0	Lives
	39775,201	Immunity

A LITTLE BIT OF HISTORY

They're all very well, these new games. But wouldn't it be nice to find out a bit about the games people used to play back in the good old days. Yes it would. Yes it would. Yes it would. Yes it would. Yes it would no returns with brass knobs. So let's take a look through a few back issues of everyone's favourite mag. Blimey. Ahem. Right, down to business...

300,000 BC

Er, quite a long time ago. Such a long time ago, in fact, that the Speccy didn't actually exist. And neither did YS. A bit boring, really. So let's move swiftly onwards to...

1982

Still rather a long time ago. But at least there was a bit of good news – the Speccy finally bounced onto the scene. Hip games of the year were *Hungry Horace* and *Flight Simulation*, which just goes to show how things can start to go to pieces without the inspiration and stabilising influence that only YS can provide. So on, on (on)...

1983

Well, *Horace Goes Skiing* came out, but apart from that things looked pretty grim. The Speccy was struggling. And why? Because there were no decent mags to keep it company, just nob ones full of listings and things (a bit like one big *Program Pitstop* – yikes!). What was going to happen? Would everyone just sit back and watch it shrivel up and shrink away (the Spectrum, that is)? It looked very much like it. But then...

1984

The rain stopped. The thunder died away. Slowly, the clouds parted. A dazzling light. An ethereal choir. YS had arrived! Erm, sort of, anyway. It was actually called *Your Spectrum*, and was full of incredibly technical

things. But it was amazing! Suddenly, the course the Spectrum was taking changed. And on the games front, things looked especially bright. YS brought with it reviews of *Hunchback*, *Ant Attack* and *Spectrum Safari*.

So what was everyone actually playing back then? There was a right old mixture of stuff gushing out of the huge number of software producers, most of it utter crap. Platform games were definitely in, and *Jet Set Willy* was, of course, THE game, but Ultimate were doing quite a nice line in arcade adventurey things.

Here's a dubiously-compiled list of the top five hits of '84...

- 1 – *Manic Miner* Software Projects
- 2 – *Jet Set Willy* Software Projects
- 3 – *Atic Atac* Ultimate
- 4 – *Lunar Jetman* Ultimate
- 5 – *Fighter Pilot* Digital Integration

1985

A time of radical change as far as Speccies were concerned. Rubbery ones were out and the shiny new Spectrum + was revealed in the hallowed pages of the trendsetting *Your Spectrum*. YS also brought news of the new Speccy 128K, the first computer with a built-in toast rack.

This was the year that sent a million joysticks to an early grave. The joystick waggler arrived. *Daley's Decathlon* was the worst offender, closely followed by *Hypersports*. Continuing the sporting theme, *Match Day* proved to be a massive hit. And *Bruce Lee*, the first-ever (more or less) beat-'em-up leapt into the gaming arena. Ultimate also paved the way for a million isometric 3D games with *Knight Lore* (a bit of a corker, that one).

After a bit of distinctly ropey work with a calculator, here's '85's top five...

- 1 – *Daley's Decathlon* Ocean
- 2 – *Jet Set Willy* Software Projects

- 3 – *Match Day* Ocean
- 4 – *Sabre Wulf* Ultimate
- 5 – *Underwulde* Ultimate

1986

Weird things were going on. YS hung itself upside down from a tree and wrapped itself in layer upon layer of silk. It then went very still and quiet for a few weeks. Then, suddenly, a slight rustling. Movement. A head popped out from the cocoon, followed by a massive, fun-packed new mag, the likes of which had ne'er been seen before! *Your Sinclair* was born! Yo! Get down!

It's pretty clear what this year was all about. The new Amstrad +2 was 'in'. And the coin-op conversion took off in a big way, as software producers suddenly realised that, rather than making their arcade rip-offs a bit crap to get round the copyright laws, they could hand over a large amount of money and go for the real thing. Unfortunately the arcades were still full of joystick wagglers, so that's what we got. A large batch of superb shoot-'em-ups were some consolation.

Via a large amount of very suspect mathematics, we've come with 1986's top five hits...

- 1 – *Green Beret* Imagine
- 2 – *Commando* Elite
- 3 – *Hypersports* Imagine
- 4 – *Yie Ar Kung Fu* Imagine
- 5 – *Daley Thompson's Supertest* Ocean

1987

Economic distaster! Recession! Nobody had any dosh to spend on games! At least, that's what it seemed like. Budget games took off in a big way. Their quality improved drastically and, as a result, full-pricers were all but forgotten. Fortunately some mega-arcade licences held the fort against the 'simulator' onslaught, but the bargs gave them a run for their

money and had to be given a chart of their own, the saucy things. YS was going from strength to strength though, wiping out the boring mags left, right and centre.

We put out heads together and came up with the following chart for 1987. Unfortunately we ran out of fingers and toes half-way through, so don't trust it an inch:

- 1 - **BMX Simulator** CodeMasters
- 2 - **Olli & Lissa** Firebird
- 3 - **Enduro Racer** Elite
- 4 - **Gauntlet** US Gold
- 5 - **Paperboy** Elite

1988

Success story of the year (apart from YS, of course) was *OutRun* by a mile, despite it being a less-than-perfect conversion of the arcade machine. However, a novel addition to the shelves was the 'compilation' - a bit of a novelty. And lurking at the bottom of the big names' minds was a new concept altogether that would have massive implications later on - the film licence. *Platoon* was just the beginning... (melodramatic chords).

There's no doubt that *OutRun* was the mega-seller of 1988, but as for the rest..?

- 1 - **OutRun** US Gold
- 2 - **Platoon** Ocean
- 3 - **We Are the Champions** Elite
- 4 - **Target Renegade** Imagine
- 5 - **Combat School** Ocean

1989

This was definitely the year of YS (as they all will be from now on). It shot up to the top, sending its 'rivals' spiralling down under a plume of smoke.

The film licences really began to hit hard this year, grabbing hold of the coin-op conversions, shaking them about a bit and refusing to let go. *Robocop* and *Operation Wolf* battled for the number one slot, which Ocean probably didn't mind about too much. Further down the sales tables, but not by far, the beat-'em-up had arrived in style. Again, arcade conversions were the big news, but the *Renegade* series did nicely, thank you very much.

We desperately tried to recall a bit of elementary addition and subtraction, eventually coming up with the following 1989's chart:

- 1 - **Robocop** Ocean
- 2 - **Operation Wolf** Ocean
- 3 - **Afterburner** Activision
- 4 - **Dragon Ninja** Ocean
- 5 - **Double Dragon** Melbourne House

1990

(Which is where we are now.) Smiling smugly, YS decided that London was getting a bit cramped for it, and the West Country was the place to be. So it pulled up its staples, strutted on down to Bath and chilled.

But... groan. World Cup Year and, although it's thankfully all over now, footie games were unsurprisingly the 'thang'. Not to worry though. *Batman The Movie* gave them something to aim for, and *Robocop* leapt back with a vengeance. So it's all a bit confusing really. Add in a good selection of strong-selling beat-'em-up titles and it's hard to see quite how this year's going to turn out.

In case you feel like working it out for yourself (our overstressed braincells really don't feel up to it just now), here's a blank 1990 chart for you to fill in as you see fit...

- 1 -
- 2 -
- 3 -
- 4 -
- 5 -

HAVEN'T YOU GONE YET?

A complete rundown of some of the crappiest jokes ever printed in *Your Sinclair*.

Q What's green, squashy and spends a lot of time underwater?
A An avacado with an aqualung.

Q What did Spock find when he went into the Enterprise's loo?
A The Captain's log.

Q What's pink, wrinkly and hangs out your underpants?
A Your Granny.

Q How do you turn a duck into a soul singer?
A Put it in a microwave and wait until its Bill Withers.

Q Why can't Frankenstein have children?
A 'Cos his nuts are in his neck.

Q Did you hear about the three Irishmen sitting on the ground?
A One fell off.

Q Why don't worms have balls?
A Because they can't dance.

Q What's pink and hard?
A Miss Piggy with a flick-knife.

Q How do you circumcise a whale?
A Send down four skin divers.

Q What goes in stiff and dry, comes out limp and wet and gives pleasure to two people?
A A teabag.

Q What do you do if an Irishman throws a pin at you?
A Run like hell - he's got the grenade in his mouth.

Q How does a squirrel keep its nuts dry?

A It swims on its back.
Q What is the unity between bat and a button?
A They can't neither sing like the Swiss do.
(Er, it's a Finnish joke.)

Q What do you do with 365 condoms?
A Make then into a tyre and call it a Goodyear.

Q What's green, has six legs, 26 balls and would kill you if it fell on you from out of a tree?
A A snooker table.

Q How do you sink an Irish submarine?
A Knock on the door.

Q How do you keep an idiot in suspense?
A Tell you tomorrow.

• There were seven dwarves in a shower all feeling happy. But Happy walked out, so they started feeling Grumpy instead.

Q What do you call a fly with no wings?
A A walk.

Q What do you call a sheep with no legs?
A A cloud.

DAY ONE A rabbit goes into a pub...
 Rabbit: *Could I have a toasted cheese sandwich, please?*
 Bartender: *Certainly, sir. What flavour?*
 Rabbit: *Cheese and onion, please.*
 DAY TWO The rabbit returns to the pub...
 Rabbit: *Toasted cheese sandwich, please.*
 Bartender: *Yes, sir. Cheese and onion?*

Rabbit: *No, ham today, please.*
 DAY THREE The rabbit returns to the pub again...
 Rabbit: *Toasted cheese sandwich, please.*
 Bartender: *Ham? Cheese and onion?*
 Rabbit: *Neither. Corned beef, please.*
 DAY FOUR The rabbit returns to the pub in a right old 'two and eight'. His ears are all mouldy, he's limping and his fur's coming out in clumps...
 Bartender: *Blimey sir, what's happened to you?*
 Rabbit: *I have mixed-a my toasties.*

Q What's pink and hard in the morning?
A The Financial Times crossword.

Q How do frogs die?
A They Kermit suicide.

Q What's the difference between light and hard?
A You can sleep with a light on.

Q What's the definition of a drawing pin?
A An excited Smartie.

Q What's the difference between Kylie Minogue in a red light district and a bin liner in a red light district?
A The bin liner will eventually get picked up.

A monkey was trained to eat with a fork in a laboratory. He called it his four-point tool. One night he escaped back to the jungle and took his fork with him. However, it went missing.

So the monkey went to the hippo and said "Have you seen my four-point tool?" and the hippo said "No."

Then the monkey went to the giraffe and said "Have you seen my four-point tool?" and the giraffe said "No."

Finally the monkey went up to the jaguar and said "Have you seen my four-point tool?" and the jaguar said

"Yes - I've eaten it!" and the monkey said "Why?" and the jaguar said "Because I'm a four-point tool eater jaguar!"

Q Where do you keep your armies?
A Up your sleeves.

Q Where do you keep your buccaneers?
A (Cough.)

Q What do you have if you've got one green ball in one hand and another green ball in the other?
A Total control over the Jolly Green Giant.

Q What do you call a woman with one leg longer than the other?
A Eileen.

Q How do you make a dog drink?
A Liquidise it.

Q What do you call a man with three pieces of wood stuck on his head?
A Edward Woodward.

Q What do you call a man with four pieces of wood stuck on his head?
A Haven't a clue, but Edward Woodwood would.

Q How many Zen Buddhists does it take to change a lightbulb?
A Two. One to change it and the other not to change it.

Q How many folk singers does it take to change a lightbulb?
A Ten. One to change it and nine to sing about the old one.

Q What do you call a man who used to like tractors?
A An ex-tractor fan.

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